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OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

ETERNAL SONATA™

COVERS XBOX 360™

BASED ON A GAME RATED BY THE ESRB
TEEN T

Written by Jennifer Sims

ETERNAL SONATA™

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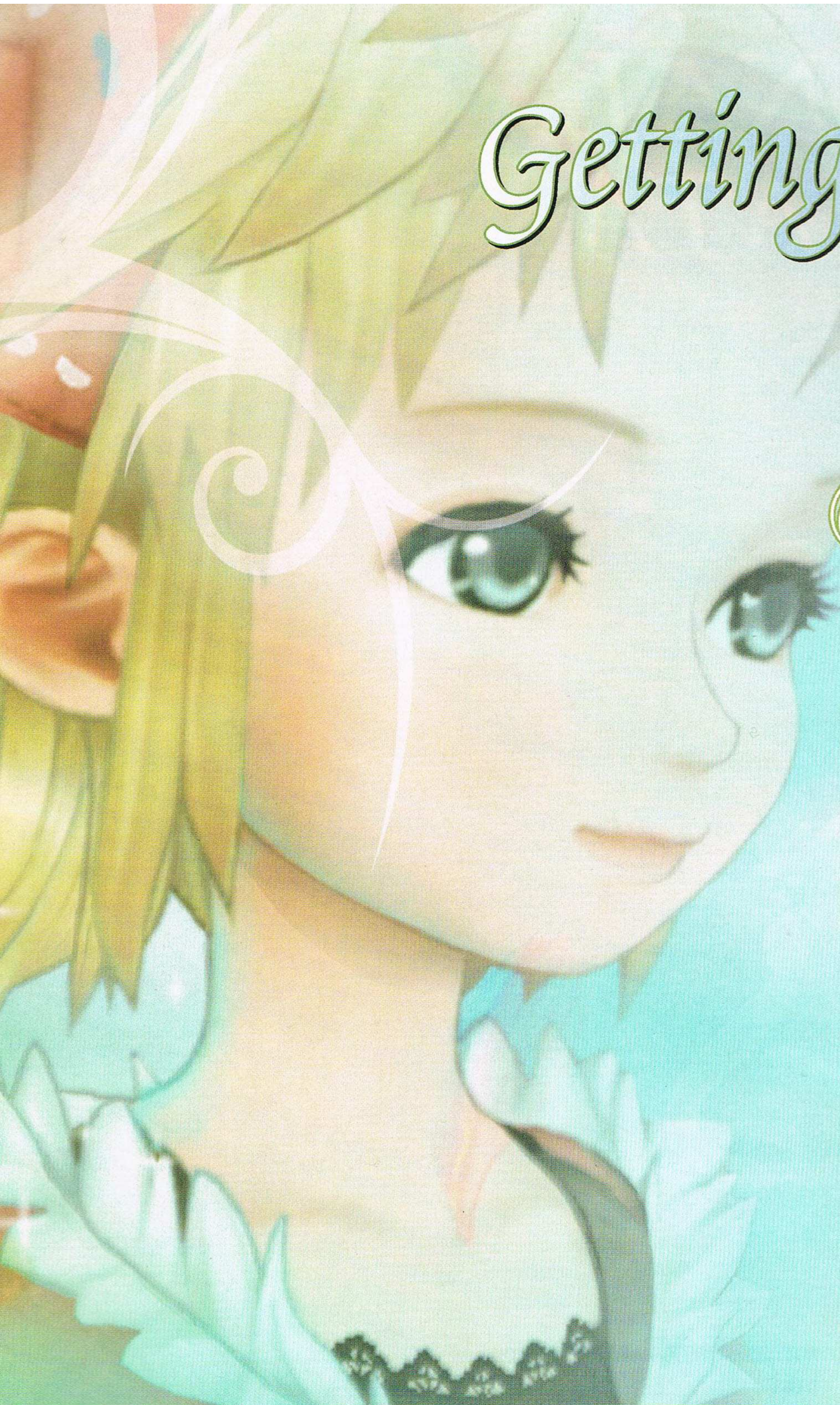
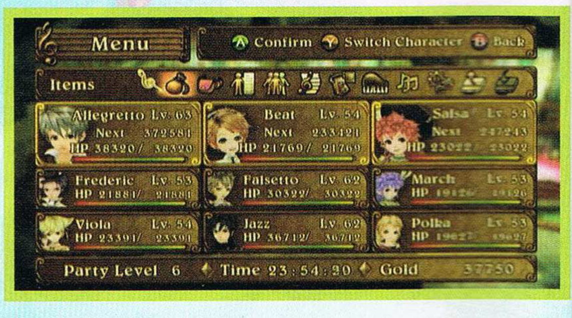


Getting Started

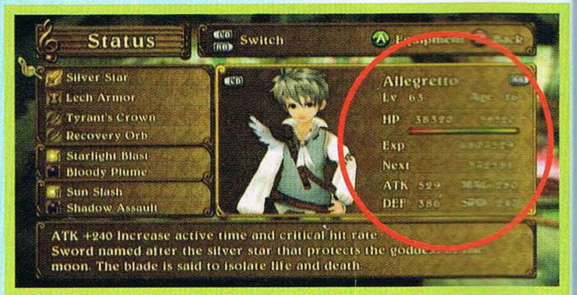
Welcome to *Eternal Sonata*, a rich world filled with wonderful places to explore, fulfilling tasks to complete, and challenging battles to face! The compelling story and easy-to-learn controls may make you want to jump right in, but before you begin exploring this world, take a minute to familiarize yourself with the basics.

BREAKING THINGS DOWN

Press the Y button to access the Menu screen. This is where you can examine the particulars of any character you have access to at that point in the game. You can also choose which available character to place in your party.


Menu
Confirm
Switch Character
Back
Items
Allegretto Lv. 63
Next 372581
HP 38320/ 38320
Beat Lv. 54
Next 233421
HP 21769/ 21769
Salsa Lv. 54
Next 247243
HP 23022/ 23022
Frederic Lv. 53
HP 21881/ 21881
Falsetto Lv. 62
HP 30322/ 30322
March Lv. 53
HP 19126/ 19126
Viola Lv. 54
HP 23391/ 23391
Jazz Lv. 62
HP 36712/ 36712
Polka Lv. 53
HP 19627/ 19627
Party Level 6
Time 23 : 54 : 20
Gold 37750

After selecting a character, look at the right-hand side to see each character's vital statistics. This includes such things as the character's Level, his HP, Experience, and so on.

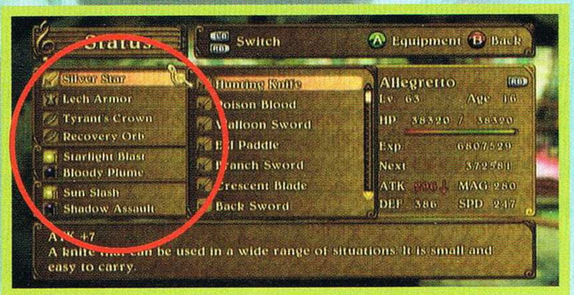

Status
Switch
Equipment
Back
Silver Star
Lech Armor
Tyrant's Crown
Recovery Orb
Starlight Blast
Bloody Plume
Sun Slash
Shadow Assault
Allegretto
Lv 63
HP
Exp
Next
ATK 529
DEF 386

ATK +240 Increase active time and critical hit rate
Sword named after the silver star that protects the godde
moon. The blade is said to isolate life and death.

Check here for all kinds of character-related stats.

Refer to the left-hand side of the screen to see any equipped items. To change out equipment, scroll over the item and press the A button. This brings up a menu of the equipment in your inventory that can be used by this character.

While browsing the list, notice to the right that you can see how your character's stats change if you use that particular piece of equipment. To switch, simply select the item from the list.


Status
Switch
Equipment
Back
Silver Star
Lech Armor
Tyrant's Crown
Recovery Orb
Starlight Blast
Bloody Plume
Sun Slash
Shadow Assault
Hunting Knife
Poison Blood
Walloon Sword
Paddle
Branch Sword
Crescent Blade
Back Sword
Allegretto
Lv. 63
Age 16
HP 38320 / 38320
Exp 6807529
Next 372581
ATK
MAG 280
DEF 386
SPD 247

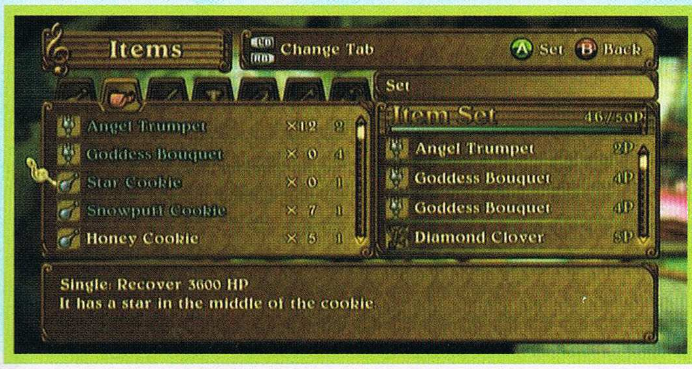
ATK +7
A knife that can be used in a wide range of situations. It is small and easy to carry.

Refer here for a character's equipped items.

ITEM SET

Regardless of what items are in your inventory, you can't use any of them in battle unless they are loaded into your Item Set.

The number of slots in your Item Set depends on your Party Level. To fill the Item Set, just select the Useable Items option from your inventory and they will load into your set, ready for use in battle!



Angel Trumpet ×12 2
Goddess Bouquet × 0 4
Star Cookie × 0 1
Snowpuff Cookie × 7 1
Honey Cookie × 5 1

Angel Trumpet 2P
Goddess Bouquet 4P
Goddess Bouquet 4P
Diamond Clover 5P

Single: Recover 3600 HP
It has a star in the middle of the cookie.

You will find many useful recovery items, as well as some offensive items, during your travels. If you run low, you can always stock up at a nearby shop.

COMBAT

Eternal Sonata has a thoroughly unique, action-based, turn combat system that makes fighting through this beautiful world always fun and challenging. To begin combat, just get close to an enemy.

As soon as your party approaches a creature, they immediately appear in the battle area. This area differs depending on your party's location and it may also contain terrain obstacles and different amounts of light and dark areas.

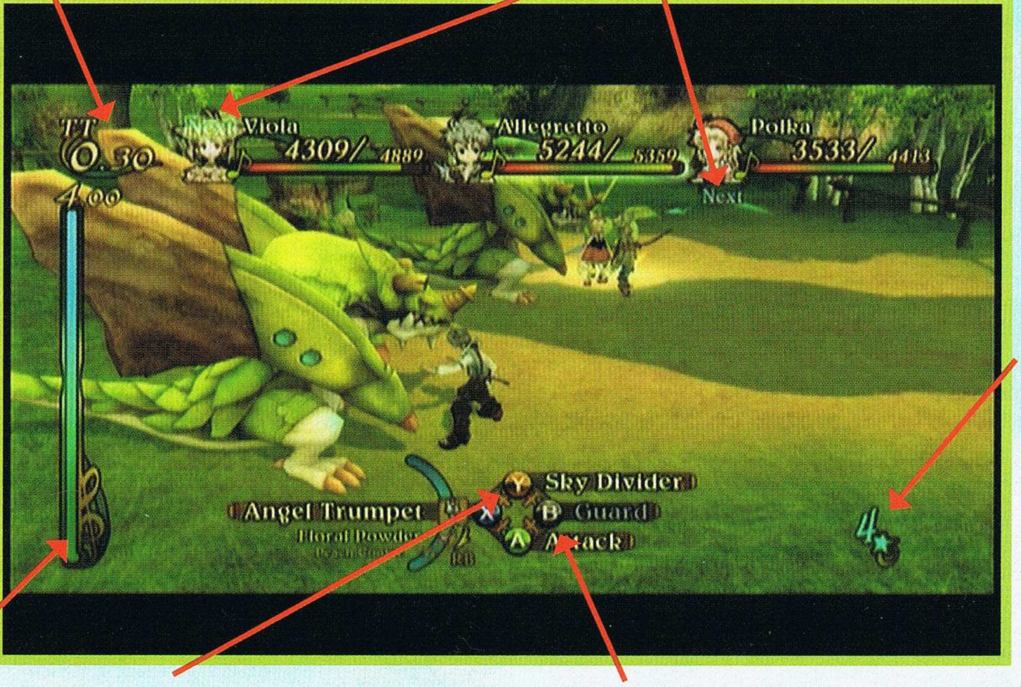
Run!

If you must make a tactical retreat, hold down LB and RB at the start of any character's turn to flee from combat. You must do this from the very start of a turn, so continue to hold down the buttons until you successfully retreat from battle.

BATTLE SCREEN

Tactical Time is the amount of time you have to think about how you want to approach the fight. Once you move or attack, Tactical Time ends.

This icon indicates whose turn is next.



To use items during battle, load them from your inventory into your Item Set. Many battles depend on your ability to use these items, so make sure your Item Set is always fully loaded. To switch between items during battle, use the RB and LB buttons and press the X button to use the item.

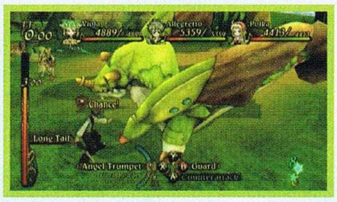
While fighting, you accumulate Echoes—up to 32 in all. When you use Special Attacks after building up Echoes, the Echoes will provide extra damage. Each party member can add to the Echo chain. The more Echoes you have, the more damage you inflict!

The Action Gauge indicates how much time you have to move or attack during your turn.

Special Attacks are the strongest weapons in your arsenal. Each character has a large repertoire from which to choose.

When a monster attacks your party, you can occasionally Guard against the attack, in effect blocking the attack.

There is only a split second to successfully Guard, so be ready to take advantage of this opportunity at all times. At later levels, you will have an opportunity to counterattack instead of just block and it works in much the same way.



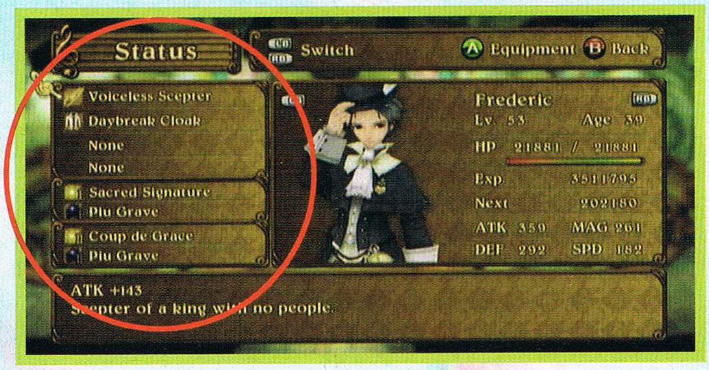
SPECIAL ATTACKS

Light and Dark play an integral role in the battles. Each character has both Light and Dark attacks available. These attacks can only be used in the corresponding area of the battlefield.

Auras

Some creatures exude their own aura of light or dark. When you step into that creature's aura, you are subject to its rules. There are also many items that possess the ability to carry around your own aura. This is useful if you favor one type of attack over the other, or they are effective against creatures with a weakness to light or dark abilities.

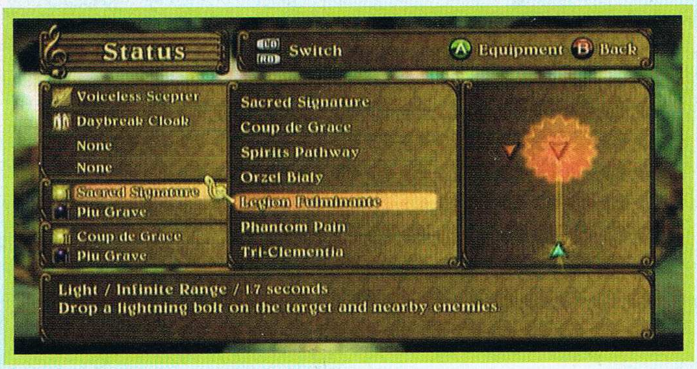
To choose which Special Attacks to use, simply access the Status screen. Notice the spells listed on the left-hand side, below the character's equipment. The top two represent that character's primary light and dark attacks, while the bottom two are the character's secondary set.


Status
Switch
Equipment
Back
Voiceless Scepter
Daybreak Cloak
None
None
Sacred Signature
Piu Grave
Coup de Grace
Piu Grave
Frederic
Lv. 53
Age 39
HP 21881 / 21881
Exp 3511795
Next 202180
ATK 359
MAG 261
DEF 292
SPD 182

ATK +143
Scepter of a king with no people.

Special Attacks are located here.

By selecting a Special Attack, you bring up a list of that character's available Special Attacks. Simply scroll through the list to see what each ability does. Refer to the diagram on the right, as it illustrates how an attack affects the target and anyone around it.


Status
Switch
Equipment
Back
Voiceless Scepter
Daybreak Cloak
None
None
Sacred Signature
Piu Grave
Coup de Grace
Piu Grave
Sacred Signature
Coup de Grace
Spirits Pathway
Orzel Bialy
Legion Fulminante
Phantom Pain
Tri-Clementia

Light / Infinite Range / 1.7 seconds
Drop a lightning bolt on the target and nearby enemies.

Early in the game, there aren't a lot of abilities from which to choose. As your party gains levels, however, this number grows until you have a lengthy list of unique abilities. This lets you tailor your strategy for the given situation.

Remember!

You can only change out your Special Attacks *between* battles, so if you need to make a switch, do it before the next fight.

A Special Attack will change to the attack for that element depending on if the character is standing in light or dark. To use a secondary ability, press and hold the Special Attack button to make the ability change to your secondary choice.

This is extremely useful, especially for characters who can heal. You can load up an offensive and a heal spell and be ready for anything the situation requires.

PARTY LEVELS

As your characters gain individual levels, you also gain Party Levels. This progression through Party Levels keeps combat challenging, even as your experience and skill level increase. As you can see in the following table, each Party Level creates differences in how you fight.

PARTY LEVEL	TACT. TIME	ACT. GAUGE	SP. ATT. SLOT	C-ATT.	HARMONY CHAINS	SPEED	MOV. COMM.
1	Infinite	5 Seconds (Stopped)	2	--	--	Normal	-
2	Infinite	5 Seconds	2	--	--	Normal	--
3	3 Seconds	4 Seconds	4	--	--	Normal	--
4	1 Second	4 Seconds	4	Regular Attack	2	Normal	--
5	None	4 Seconds	4	Special Attack	3	X 1.5	--
6	None	4 Seconds	4	Special Attack	6	X 1.5	Yes

For example, the Tactical Time in Party Level 1 is infinite, so you can think about what you want to do virtually forever. Once you reach Party Level 5, you have no Tactical Time and must be on the offensive as soon as it is your turn. This works well, giving you the time you need early on to consider your choices while you learn, but creating faster paced battles once you have the experience to handle them.

Moving Commands

By the time you reach Party Level 6, you should know the nuances of battle extremely well. This last Party Level introduces Moving Commands. With this single change, suddenly your favorite song has been replaced by a half remembered strain that you can't quite place.

Your Special Attacks, Guard (or Counterattack), and Attack buttons are no longer bound to the same keys. Instead, they constantly switch, forcing you to pay close attention to what you are pressing.

Harmony Chains

You've already seen how building up Echoes can add to your ability to cause damage. Once you reach Party Level 4, you can use your Echoes to create disastrous Harmony Chains!

After building up your Echoes to at least 24, you can unleash a Harmony Chain. To do so, simply press the Special Attack button when the words "Harmony Chain" appear on-screen.

After doing so, your character chains together Special Attacks to devastating effect. Other party members may even join in if they are close enough. The number of attacks that you can string together in this chain increases as your Party Level increases.

Reverberating Echoes

At Party Level 6, any remaining Echoes carry over between Harmony Chains and even on to the next battle!

Status Effects

Many attacks cause different status effects, as do some items. If a character becomes afflicted with a status effect by an enemy, it will disappear after the battle. If an item you have equipped is creating the status effect, it will remain for as long as you use the item.

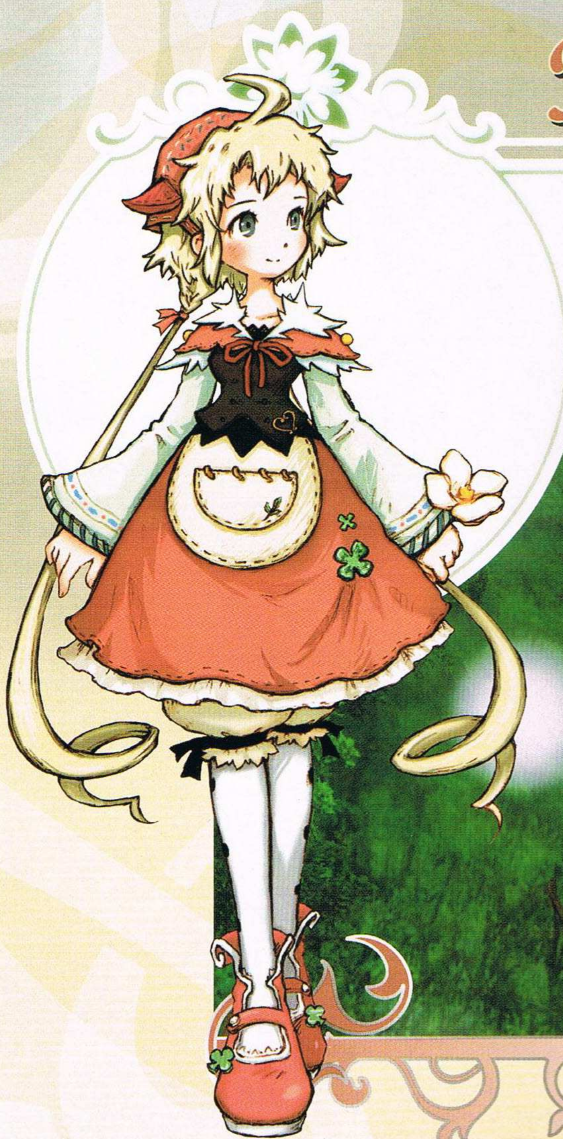
There are nine different types of status effects and up to seven can be active at the same time, though this is exceedingly rare. Pay attention to what effects certain items cause to create the ideal set of effects for your character.

STATUS EFFECT	Description	Recovery Time
Shining Body	The character is surrounded by a circle of light. Any character or enemy crossing into this space is subject to the effect.	4 turns
Darkness Body	The character is surrounded by a circle of darkness. Any character or enemy crossing into this space is subject to the effect.	4 turns
Air Body	You are not subject to the light or dark in your surroundings and can use both light and dark special attacks.	4 turns
Burst	Your strength increases by 50% but your defense is cut in half.	4 turns
Regenerate	You recover a certain amount of HP at the beginning of each turn. The amount varies depending on the item used.	Varies
Poison	You are damaged each time the Action Gauge starts. You cannot recover from this status unless you use an Antidote	No recovery
Stop	After Tactical Time is over, you cannot move for two seconds. You can reduce this to one second by quickly moving the Left Analog Stick.	4 turns
Passive	You are distracted and can't counterattack. Normal defense still works.	No recovery
Slow	Your speed during battle is cut in half.	4 turns

Characters

There are 10 unique characters in *Eternal Sonata*, all with their own individual motivations, abilities and fighting styles. Spend some time playing as each one to see which character best suits your own style of play.

POLKA



Often shunned because of her illness, Polka attempts to use the magic that comes from it to help those around her. Although she is only fourteen years old, her kindness and unyielding hope propel her into events that reach far beyond her small home village of Tenuto.

SPECIAL ATTACKS

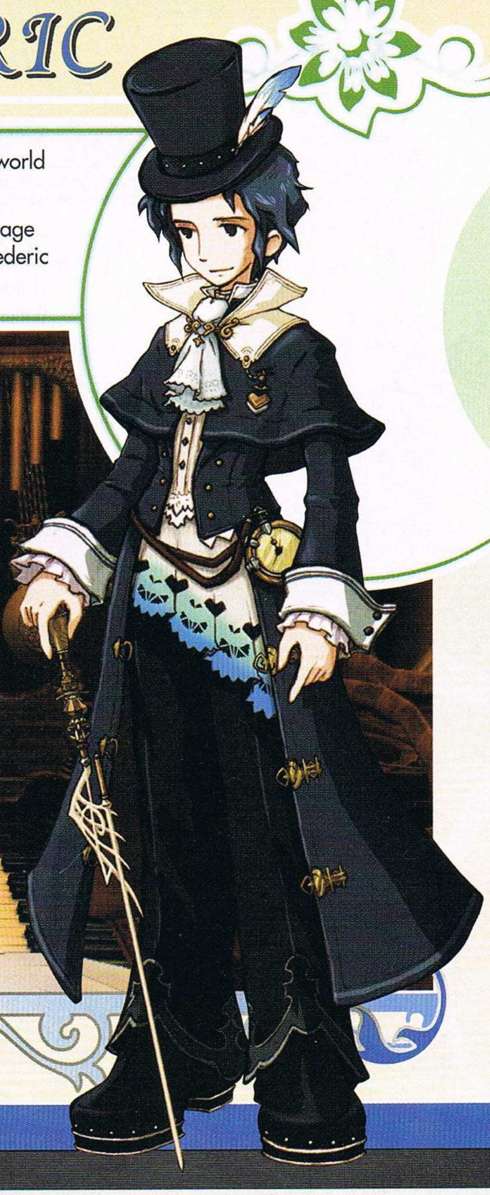
ATTACK	LEVEL	LIGHT/DARK	HIT #	RANGE	TIME	DESCRIPTION
Orange Glow	1	Light	--	25 ft.	2.3	Heal one party member.
Shade Comet	1	Dark	1	Infinite	2.4	Inflict damage on the target and nearby enemies.
Nether Wave	8	Dark	6	Melee (+30 ft.)	2.8	Close combat attack with the final attack reaching enemies in the back.
Earth Heal	16	Light	--	25 ft.	2.3	Heal party members in the vicinity other than yourself.
Shooting Star	20	Light	1	Infinite	2.4	Medium Knockdown. Inflict damage on the target and nearby enemies.
Roundel	28	Light	--	Radius: 15 ft.	2.4	Attack nearby enemies with magic.
Pure Geyser	32	Light	--	Infinite	2.8	Attack all enemies with the power of water.
Disruption Wave	36	Light	6	Melee (+30 ft.)	2.8	Close combat attack with the final attack reaching enemies in the back.
Zodiac	40	Dark	--	Radius: 15 ft.	2.4	Attack nearby enemies with lightning.
Blossom Shower	48	Light	--	Infinite	4.2	Heal all party members.
Terra Externa	48	Dark	--	Infinite	2.8	Attack all enemies with the power of the earth.

Polka is a very kind person, but that doesn't stop her from being a formidable fighter. Her special attacks inflict a great deal of damage; in fact, her Nether Wave attack is very beneficial early in the game. Her healing abilities are very useful as well. You will use Orange Glow and Earth Heal throughout the game.

FREDERIC

Nearing death, Frédéric François Chopin, the renowned pianist and composer, discovers a dream world that is just as real as the one he is leaving, perhaps more so.

He befriends Polka, a young girl who reminds him of his younger sister, Emelia, who was the same age as Polka when she died. Believing this world is no more than a fevered dream of his own doing, Frederic becomes increasingly invested in it and his new friends, sharing their quest to improve their world.



SPECIAL ATTACKS

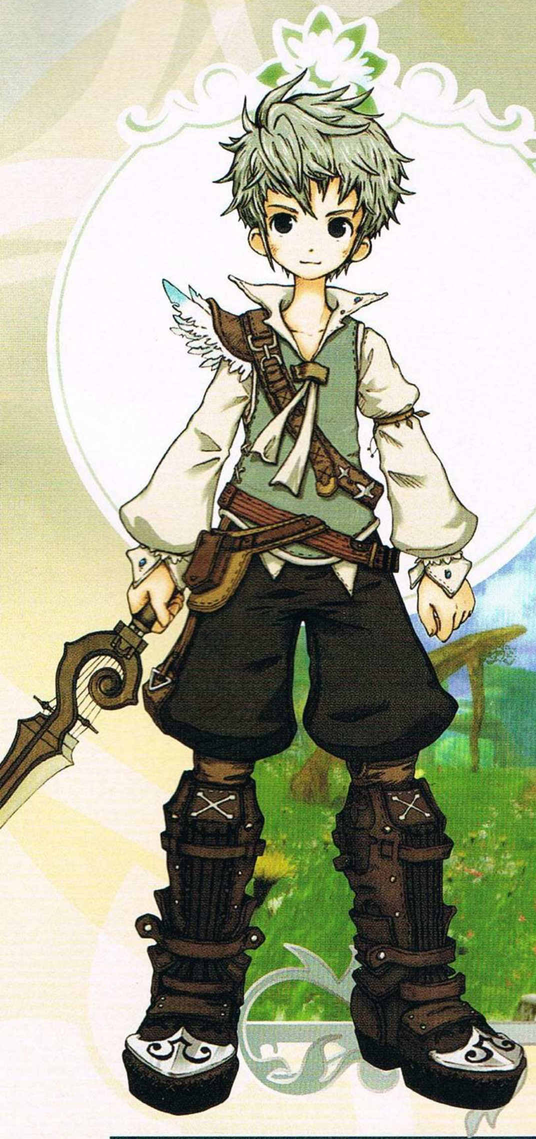
ATTACK	LEVEL	LIGHT/DARK	HIT #	RANGE	TIME	DESCRIPTION
Sacred Signature	1	Light	--	25 ft.	1.7	Heal one party member.
Piu Grave	1	Dark	3	Melee	3.4	Auras are collected and shot upward.
Coup de Grace	6	Light	1	Melee	1.7	Strong Knockback. Compassionate strike.
Coup de Jarnac	12	Dark	2	Melee	1.7	A strike in the night. Hits enemies in the back as well.
Spirits Pathway	24	Light	--	25 ft.	1.7	Heal one party member.
Orzel Bialy	28	Light	3	Melee	3.4	Auras are collected and blown upward.
Legion Fulminante	32	Light	--	Infinite	1.7	Drop a lightning bolt on the target and nearby enemies.
Mirage Blow	38	Dark	1	15 ft.	1.0	Attack with the light of illusion and decrease enemy's ATK by 10.
Phantom Pain	46	Light	5	15 ft.	2.2	Attack with the light of confusion and increase the enemy's ATK by 20.
Tri-Clementia	52	Light	--	Infinite	1.7	Heal all party members.
Crimson Blaze	60	Dark	--	Infinite	1.7	Engulf all enemies in flame.

Frederic
886/ 1100
680/ 1045
Next
Sacred Signature
Guard
Attack
Powder

Sacred Signature.

Although likely more accustomed to composing than to fighting, Frederic uses his musical skills to execute special attacks that strike just the right chord to knock most enemies flat.

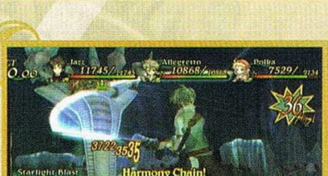
ALLEGRETTO



Just a couple of years older than Polka, Allegretto has been living on his own in Ritardando most of his life. Together with his younger companion, Beat, Allegretto takes care of the other homeless children in the town by stealing bread from the bakery. Although his reasons are just, he doesn't want Polka to know about his less than illustrious past and goes out of his way to help her.

SPECIAL ATTACKS

ATTACK	LEVEL	LIGHT/DARK	HIT #	RANGE	TIME	DESCRIPTION
Phantom Wave	1	Dark	--	25 ft. (+65 ft.)	2.4	Icy breath that engulfs the target and enemies behind it.
Sun Slash	1	Light	6	Melee	2.8	Weak Knockdown. Basic close-combat attack by a knight.
Sky Divider	5	Light	2	Melee	1.6	Medium Knockback. Special attack that slices the enemy in two.
Shadow Assault	10	Dark	6	Melee	2.8	Medium Knockdown. Medium close-combat attack by a knight.
Fire Wave	20	Light	--	25 ft. (+65 ft.)	2.4	Blazing fire stream that engulfs the target and enemies behind it.
Starlight Blast	30	Light	8	Melee	3.6	Weak Knockdown. A relentless close-combat attack that overwhelms the enemy.
Void Edge	40	Dark	2	Melee	1.6	Strong Knockback. Sends the enemy into another dimension.
Bloody Plume	50	Dark	8	Melee	3.6	Medium Knockdown. A relentless close-combat attack that crushes the enemy.



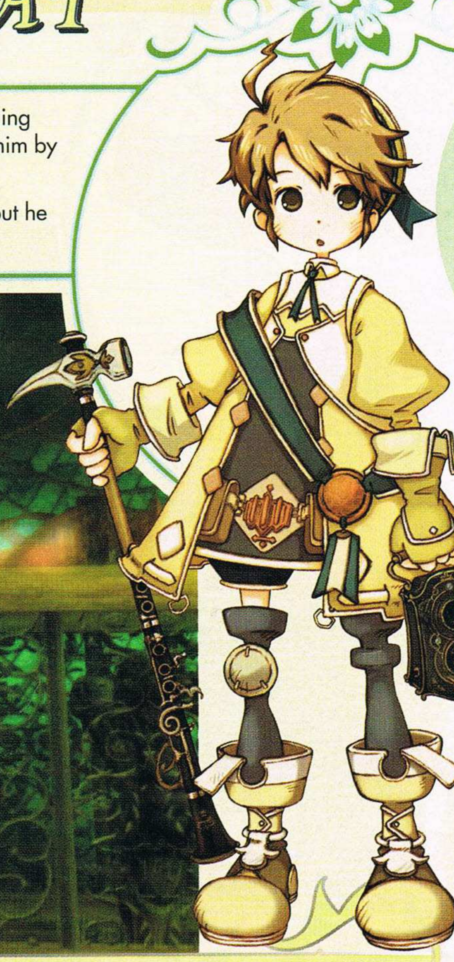
Starlight Blast.

Allegretto's rough and tumble life on the streets of Ritardando has prepared him to fight. He is one of most powerful characters in the game. His Sky Divider and Shadow Assault should be mainstays of any arsenal.

BEAT

Eight-year-old Beat spends his time hanging out in Ritardando with Allegretto. When he's stealing bread to help the other kids, he is pursuing his passion for photography with a camera left to him by his father.

Beat's cheerful personality makes it easy for him to get along with almost everyone he meets, but he isn't afraid to stand up for himself when necessary.

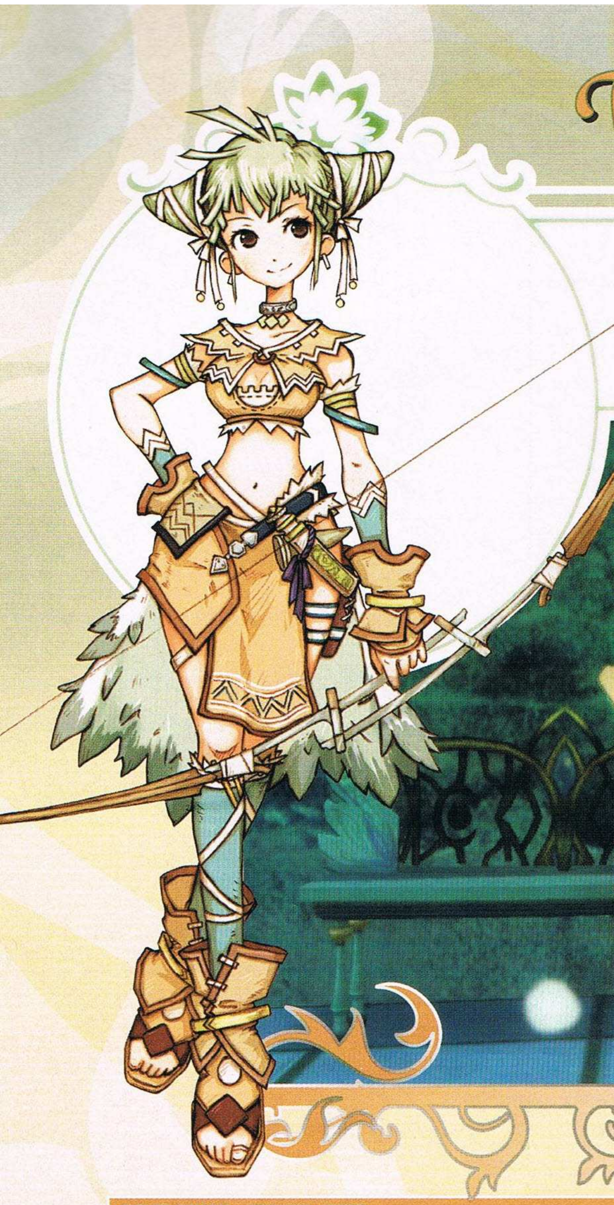


SPECIAL ATTACKS

ATTACK	LEVEL	LIGHT/DARK	HIT #	RANGE	TIME	DESCRIPTION
Vivid Shot	1	Light	--	--	n/a	Photos taken will develop gradually and can be sold at shops.
Rapid Shooter	1	Dark	4	80 ft.	1.8 or 2.4	4 hits for a target within 40 feet.
Fire Blast	4	Light	4	80 ft.	1.8 or 2.4	4 hits for a target within 40 feet.
Power Smash	8	Light	6	Melee	3.3	Medium Knockback. Pierce the enemy with a sharp hammer.
Night Shot	12	Dark	--	--	n/a	Photos taken will develop gradually and can be sold at shops.
Sledgehammer	24	Dark	6	Melee	3.3	Medium Knockdown. Pierce the enemy with a hard hammer.
Vital Drain	32	Dark	--	40 ft.	4.7	Absorb HP from the target and nearby enemies.
Sky Fire	48	Light	--	Infinite	3.3	A powerful heat blast hits the target and nearby enemies.

Although a bit young, Beat is a great addition to your party. In addition to his useful attacks, Beat can use his camera to take pictures during battle that can be sold at shops.

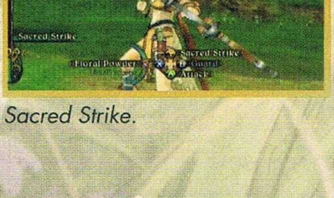
VIOLA



Along with her faithful pet, Arco, Viola lives quietly in the Chorus Plains tending her goats. When she encounters the party and learns of their mission, however, she agrees to join the troupe, lending her steady bow to their cause.

SPECIAL ATTACKS

ATTACK	LEVEL	LIGHT/DARK	HIT #	RANGE	TIME	DESCRIPTION
Bone Crumble	11	Dark	7	Melee	3.7	Close-combat attack with a finishing blow.
Sacred Strike	11	Light	1	Infinite	2.1+	Medium Knockdown. Pierce the enemy with a holy arrow.
Heal Arrow	15	Light	--	Infinite	3.5	Heal all party members.
Hawk Eye	20	Dark	1	Infinite	3.5	Mark the target and increase the power of the next attack.
White Dagger	30	Light	7	Melee	3.7	Close-combat attack with a finishing blow.
Evil Strike	35	Dark	1	Infinite	2.1+	Strong Knockdown. Pierce the enemy with an evil arrow.
Night Arrow	40	Dark	--	Infinite	3.2	Heal all party members except yourself.
Full Barrage	50	Light	--	Infinite	3.3	Arrows come down on nearby enemies.



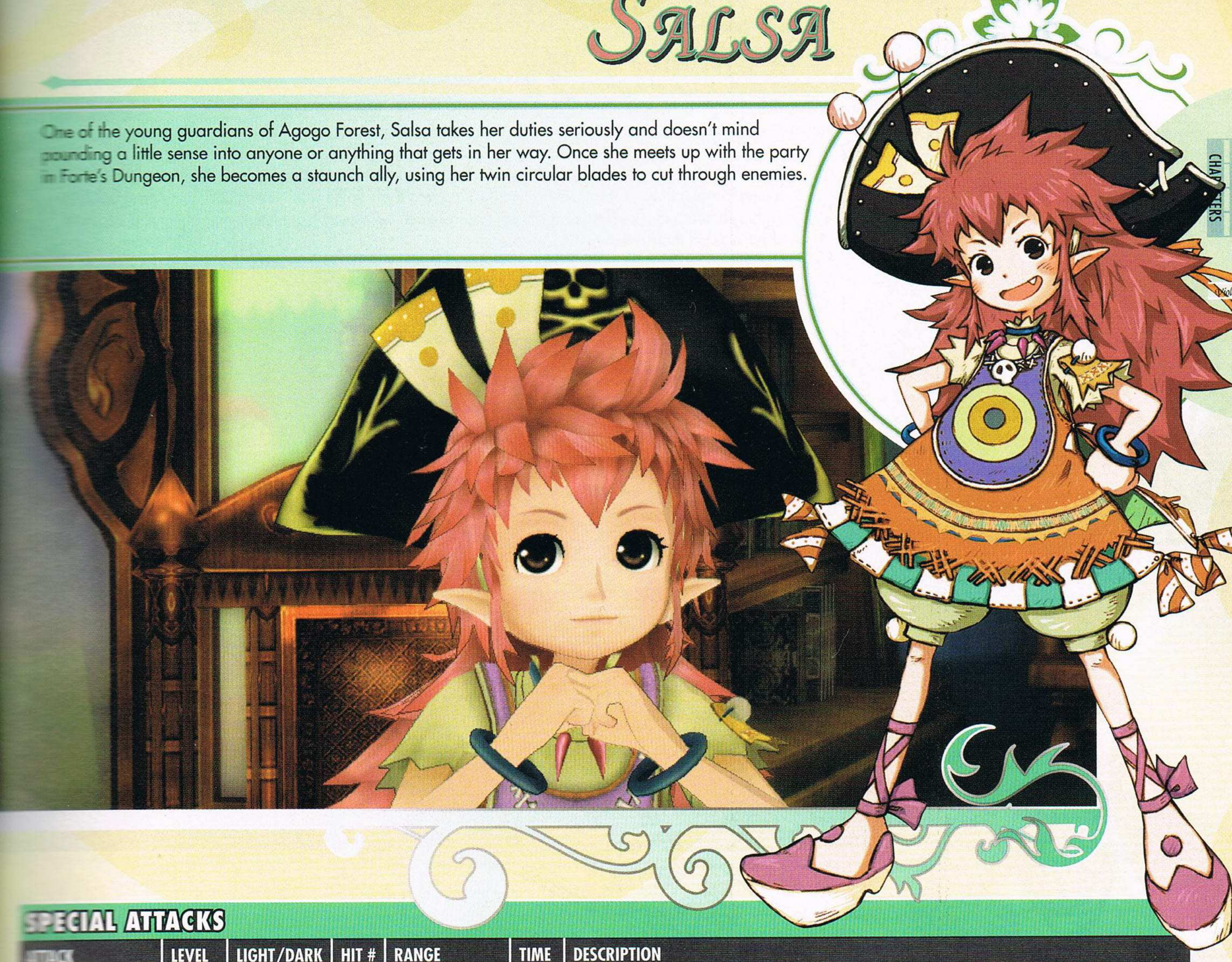
Sacred Strike.

Hey, thanks a lot for your help.
You all managed to save my goats.

With her powerful bow shots, Viola deals out a great deal of damage. Her biggest asset, however, isn't her ability to inflict damage, it is her Heal Arrow. Other characters can heal, but Heal Arrow is a great healing resource. It heals both Viola and any other party members and, unlike other healing spells, it has unlimited range. Be prepared to use it constantly upon reaching level 15.

SALSA

One of the young guardians of Agogo Forest, Salsa takes her duties seriously and doesn't mind pounding a little sense into anyone or anything that gets in her way. Once she meets up with the party in Forte's Dungeon, she becomes a staunch ally, using her twin circular blades to cut through enemies.



SPECIAL ATTACKS

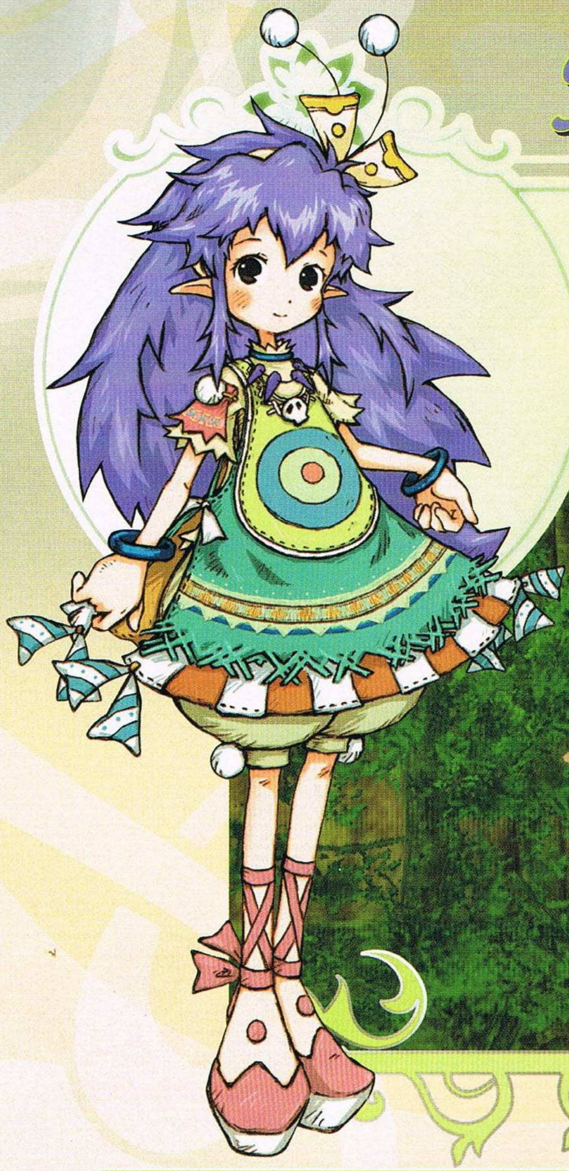
ATTACK	LEVEL	LIGHT/DARK	HIT #	RANGE	TIME	DESCRIPTION
Shadow Silhouette	17	Dark	3	Melee	3.0	Rob target of energy and increase the power of next special attack.
Grand Slam	17	Light	5	Melee	1.8	Medium Knockback. Quick spinning attack.
Deadly Orbit	25	Dark	12	Melee	3.1	Medium Knockdown. Multi-hit attack that slashes the enemy.
Solar Flare	30	Light	1	Melee	2.0	Medium Knockback. Damage the enemy with fire and light.
Corona Stream	35	Light	4	Melee (+15 ft.)	3.0	Rob target of energy and affect enemies behind it as well.
Iron Cross	40	Dark	5	Melee	1.8	Strong Knockback. Quick spinning attack.
Deadly Circle	50	Light	12	Melee	3.1	Weak Knockdown. Multi-hit attack that crushes the enemy.
Dark Nebula	60	Dark	1	Melee	2.0	Strong Knockback. Absorb energy from the atmosphere and attack.

Deadly Orbit
Attack

Deadly Orbit.

Don't let Salsa's miniscule frame fool you! Her multi-hit attacks cause a lot of damage, making her very useful during any fight. Shadow Silhouette and Grand Slam are very efficient attacks early in the game.

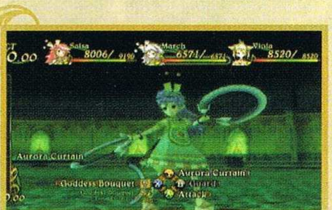
MARCH



March, Salsa's much more polite sister, is also a guardian of Agogo Forest. Don't be fooled by her sweet charm, though. She may relish fighting less than Salsa, but March is a more than adequate fighter herself. Her selfless and caring nature leads her away from her home in Agogo Forest to join the party on their quest.

SPECIAL ATTACKS

ATTACK	LEVEL	LIGHT/DARK	HIT #	RANGE	TIME	DESCRIPTION
Full-Moon Bind	25	Light	1	10 ft.	3.3	Bind the enemy and immobilize them temporarily.
Super Nova	25	Light	13	Melee	3.7	Medium Knockback. Multi-slash attack.
Aurora Curtain	25	Dark	3	Melee	2.9	Reduce the power of the enemy's next attack against you.
Eclipse Gaze	25	Dark	--	20 ft. (+30 ft.)	1.9	Throw two circular blades. Ricochets to enemies on the sides as well.
Midnight Cloud	30	Dark	13	Melee	3.7	Medium Knockback. Multi-slash attack.
New-Moon Bind	40	Dark	1	10 ft.	3.3	Bind the enemy and reduce their mobility.
Luna Stream	50	Light	4	Melee (+20 ft.)	2.9	Scatter the enemy's shadow and any enemies behind it.
Illumination	60	Light	--	20 ft. (+30 ft.)	1.9	Throw two circular blades. Ricochets to enemies on the sides as well.



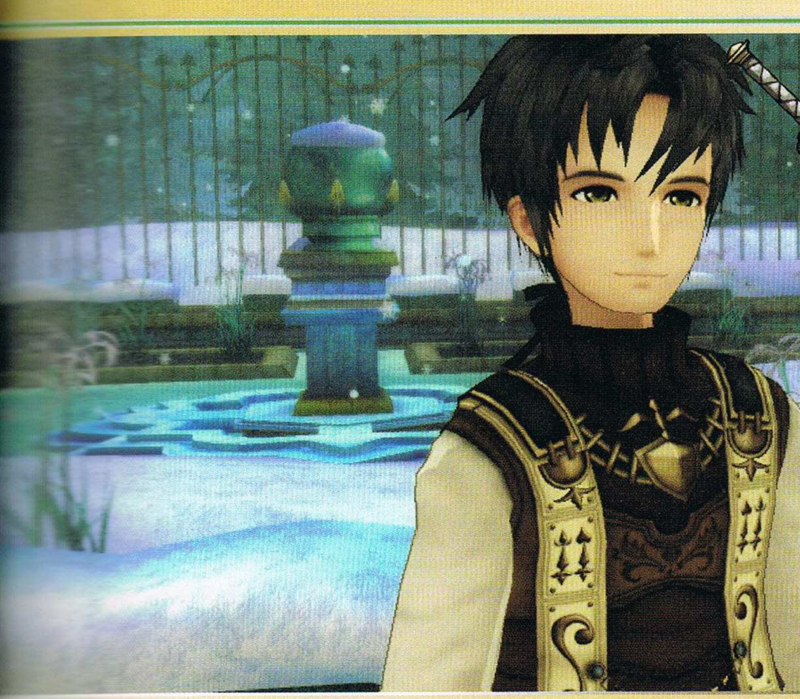
Aurora Curtain.

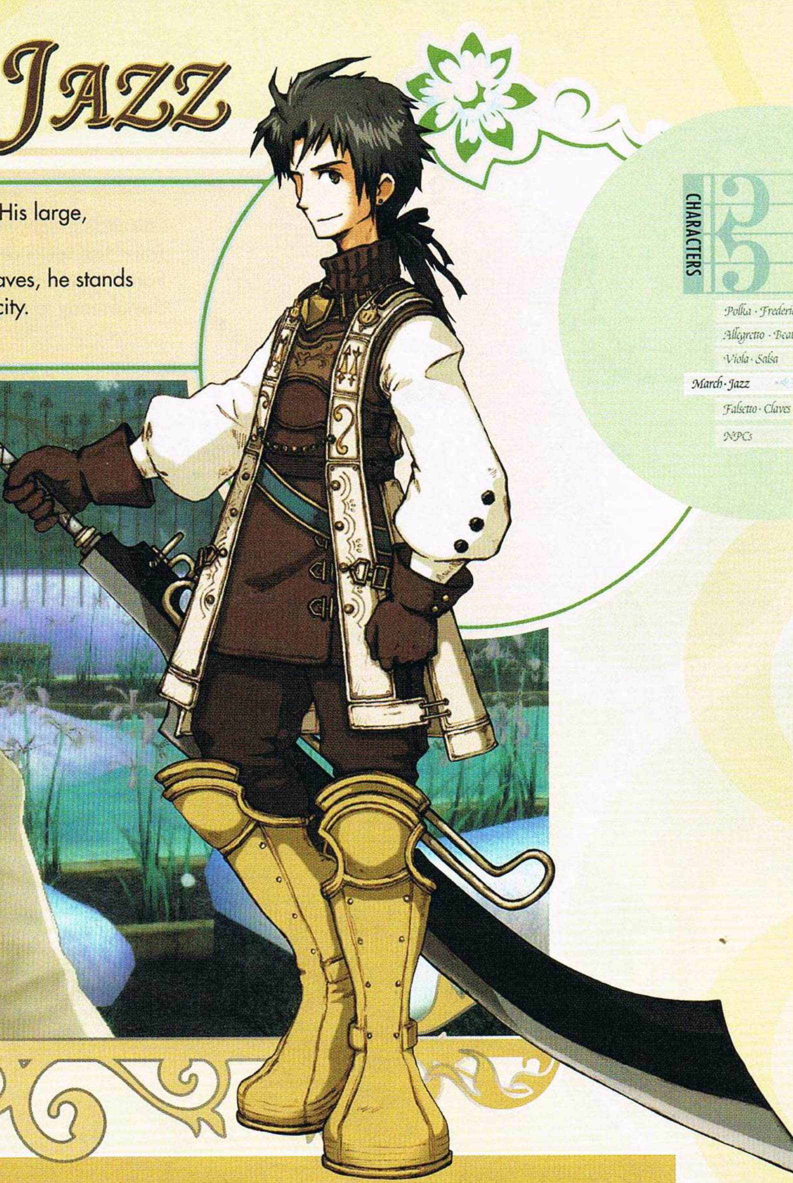
March has a similar fighting style to Salsa. She uses her circular fighting blades to deliver devastating attacks like Super Nova. Her Aurora Curtain is also a very helpful attack, as it reduces the enemy's next attack. Like Salsa, March's multi-hit attacks are great for building up Echoes!

JAZZ

As the leader of the rebel group Andantino, Jazz has seen his share of fighting. His large, two-handed sword makes quick work of any enemies he encounters.

Jazz believes strongly in Forte's freedom and with his comrades, Falsetto and Claves, he stands against Count Waltz, trying to bring an end to his unjust, ironclad rule over the city.





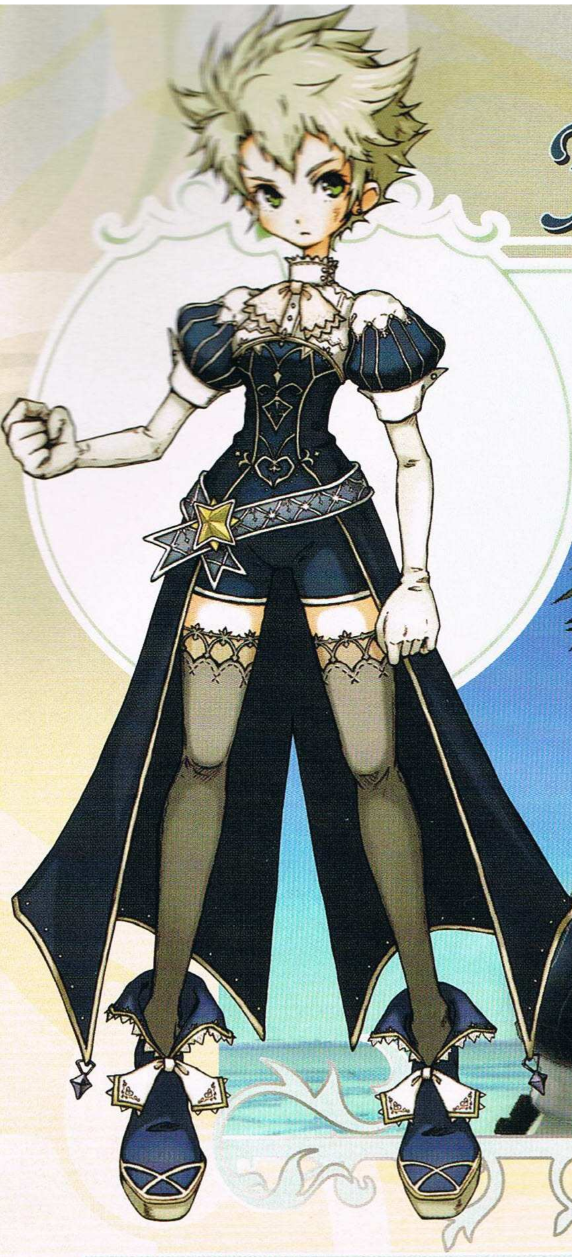
SPECIAL ATTACKS

ATTACK	LEVEL	LIGHT/DARK	HIT #	RANGE	TIME	DESCRIPTION
Heat Blade	19	Light	7	Melee	3.6	Weak Knockdown. The fire on the blade burns all.
Magma Pillar	19	Dark	--	Radius: 20 ft.	1.7	Emerging lava attacks nearby enemies.
Plasma Chains	23	Light	1	Melee (+30 ft.)	2.0	The second hit damages enemies from behind.
Geo Blade	27	Dark	7	Melee	3.6	Medium Knockdown. The ice on the blade crushes the enemy.
Whirlwind	31	Light	--	40 ft.	1.7	Create a tornado and attack the enemy.
Raven Blast	43	Light	--	Radius: 20 ft.	1.7	Attack nearby enemies.
Maelstrom	55	Light	--	40 ft.	1.7	Create a maelstrom and attack the enemy.
Dimensional Turn	63	Dark	1	Melee (+30 ft.)	2.0	The second hit damages enemies from behind.

0.00
Falsetto
20283/25924
Allegretto
32832/32832
Jazz
31560/
Geo Blade
Angel Trumpet
Attack
Heat Blade
Guard

Geo Blade.

Jazz lacks speed when attacking, but the damage he inflicts compensates for the lack of speed since every swing counts as two hits! Early on, his Magma Pillar and Plasma Chains deal heavy damage to tough enemies. Later, use his Heat Blade and Geo Blade to create massive Harmony Chains.



FALSETTO

Falsetto's tough, no-nonsense style serves her well as part of the inner circle of Andantino. Like Jazz, she seeks an end to Count Waltz's reign of fear and works to bring freedom to the people of Forte. Never one to back down from a fight, Falsetto uses her close-combat fighting skills to bring disharmony to the lives of anyone who threatens Andantino, their cause, or her newfound friends.

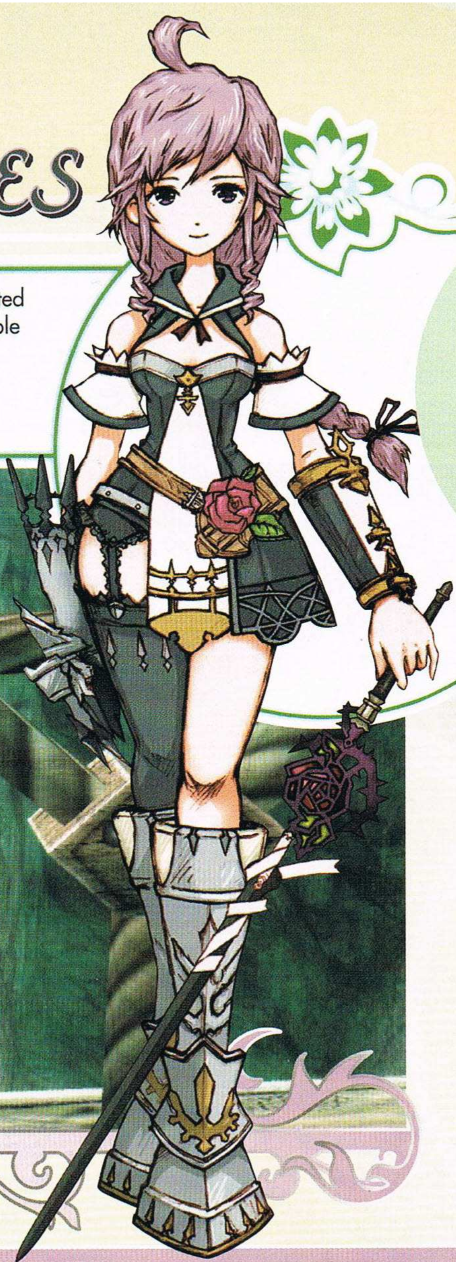
SPECIAL ATTACKS

ATTACK	LEVEL	LIGHT/DARK	HIT #	RANGE	TIME	DESCRIPTION
Snow Claw	18	Light	9	Melee	3.8	Medium Knockback. Close-combat, multi-hit attack.
Willow Strike	18	Dark	3	Melee	2.1	Kick creates a horizontal shock wave.
Night Fist	20	Dark	2	Melee (+30 ft.)	1.6	Attack the target and any enemies behind it.
Howling Thunder	25	Dark	9	Melee	3.8	Strong Knockback. Close-combat, multi-hit attack.
Shadow Light	30	Light	1	Melee	1.6	Medium Knockdown. Jump up and attack the enemy in front.
Phoenix Rising	40	Light	3	Melee (+15 ft.)	2.1	Kick creates a horizontal shock wave.
Dragon Blow	50	Light	2	Melee (+30 ft.)	1.6	Attack the target and any enemies behind it.
Death Chasm	60	Dark	1	Melee	1.6	Medium Knockdown. Jump high and attack the enemy in front.

Falsetto has a devastating arsenal of melee attacks. Build up Echoes culminating in massive damage attacks using Snow Claw or Howling Thunder. At higher levels, Dragon Blow will annihilate enemies.

CLAVES

Relatively new to Andantino, Claves's impressive fighting skills have helped her to become a trusted and valued member of the rebel force. Her sweet and pleasing nature is often the first thing people notice, playing counterpoint to the steel chord of her underlying purpose.



SPECIAL ATTACKS

ATTACK	LEVEL	LIGHT/DARK	HIT #	RANGE	TIME	DESCRIPTION
Feather Spin	18	Light	2	Melee (+15 ft.)	1.8	Close-combat attack on the target and any enemies behind it.
Eagle Wing	18	Dark	2	Melee (+15 ft.)	1.8	Close-combat attack on the target and any enemies behind it.
Unicorn Horn	18	Light	--	25 ft.	2.2	Heal party members in close proximity other than yourself.
Aiatar Horn	22	Dark	1	Melee	2.2	Strong Knockback. Attack one enemy with the power of the Aiatar.
Obsidian Needle	56	Dark	7	Melee	3.5	Strong Knockback. Fierce piercing attack.
Bird Swarm	60	Light	--	Infinite	1.9	Blow away the target and nearby enemies.
Wolf Fang	64	Light	7	Melee	3.5	Medium Knockback. Fierce piercing attack.
Beast Meteor	68	Dark	--	Infinite	1.9	Blow away the target and nearby enemies.

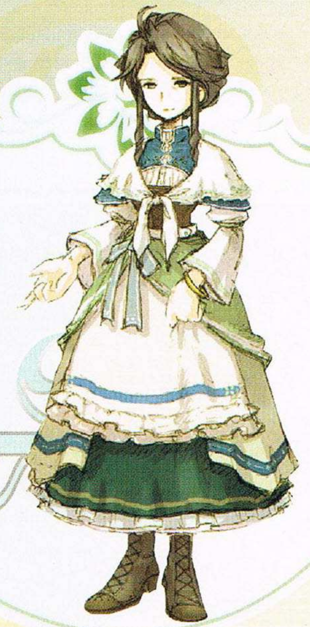
Claves wields her weapon with grace and skill, dancing close to the enemy to deliver quick attacks like Feather Spin and Eagle Wing. Her skills culminate in Beast Meteor, a high-level attack that gives her enemies a surprise.

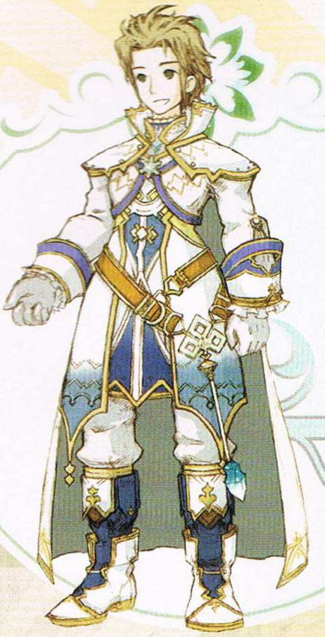
NON-PLAYER CHARACTERS

Eternal Sonata is populated by an interesting and diverse cast of characters. Each one has his or her own important part to play in the story.

SOLFEGE

Despite her worries about her daughter's health, Polka's mother respects her wish to travel to Forte to stop the Mineral Powder trade. She senses that Polka has a destiny to fulfill and has done everything she can to prepare her for it.



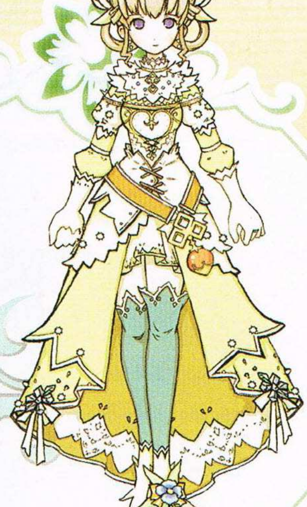


PRINCE CRESCENDO

The acting ruler of the snowy city of Baroque, Prince Crescendo rules his lands with a fair hand and is well respected by his people. He is willing to do whatever it takes to avert a war with Forte and keep his people safe.

PRINCESS SERENADE

Prince Crescendo's fiancée, Princess Serenade is deeply concerned about the threat of the coming war. As a princess of Forte, engaged to the ruler of Baroque, she must decide where her loyalties lie.



COUNT WALTZ

As the despotic ruler of Forte, Count Waltz controls the production and distribution of Mineral Powder, a seemingly cure-all drug. Never the altruist, Waltz has hatched a plan involving the drug to cement his power and expand it into the surrounding cities.

FUGUE

Fugue is one of Waltz's tools, a bored aristocrat of Forte. He has honed his fighting skills and is always happy if he can find a little sport with unsuspecting travelers as he executes his duties.

RONDO

Working for Waltz gives Rondo many opportunities to practice her sword skills. She is fiercely loyal to Waltz and follows orders, even when she is outnumbered.

LEGATO

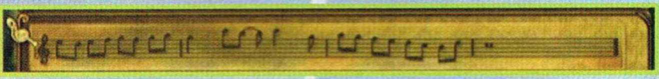
Legato is Waltz's right-hand man. The quiet, reserved man may not gloat over victory like Waltz, but he is fiercely loyal to Forte and Waltz's goals. However misguided, in the end he shows unsuspected resolve in trying to meet those goals.

Score Pieces and Sessions

While playing through the game, you will discover numerous bits of music called Score Pieces. These pieces of music are used to perform sessions with characters you meet in the game.

You receive a rank (A, B, S, or F) depending on how well you perform. Earning an A, B, or S Rank gets you a reward, while getting an F Rank just earns you a resounding round of boos. Matching Score Pieces earn a higher ranking, but unusual combinations can also sound pleasant and lead to a good ranking.

Score Piece Locations

1

Agogo Village (see page 42)

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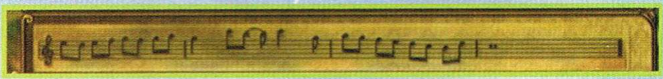
Fort Fermata (see page 47)

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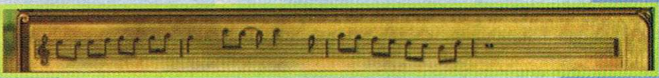
Cantabile Inn (see page 61)

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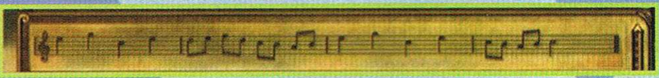
Woodblock Groves (see page 64)

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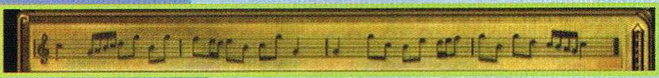
Andante (see page 68)

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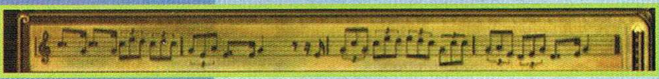
Andante (see page 68)

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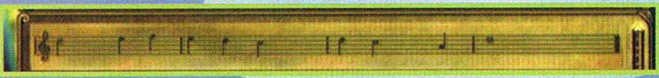
Baroque Ship (see page 74)

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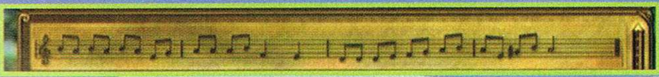
Baroque Ship (see page 74)

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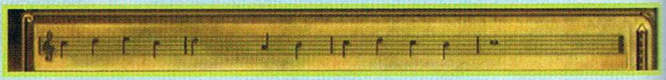
Pirate Ship Dolce (see page 75)

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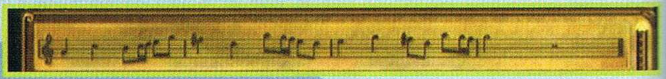
Baroque Castle (see page 79)

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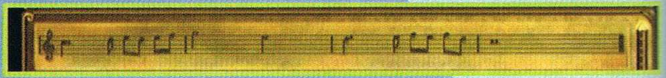
Baroque Castle (see page 79)

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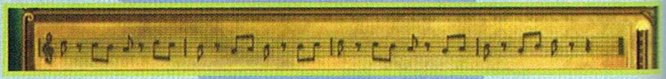
Baroque City (see page 81)

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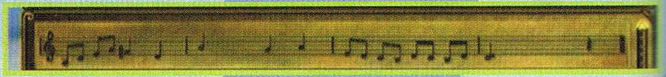
Baroque City (see page 81)

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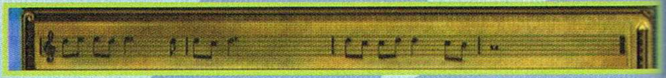
Sharp Mountains (see page 83)

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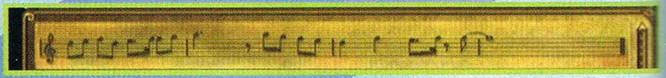
Sharp Mountains (see page 83)

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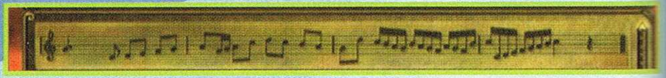
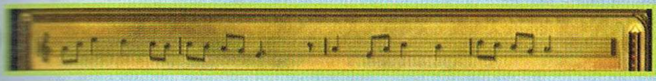
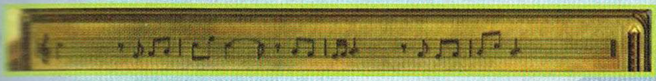
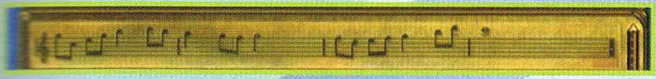

Wah Lava Cave (see page 86)



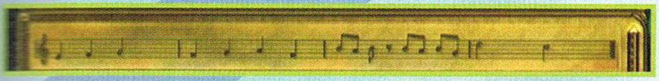
Ritardando (see page 91)



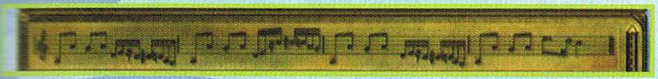
Ritardando (see page 91)



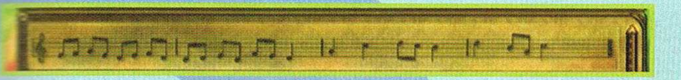
Mandolin Church Catacombs (see page 92)



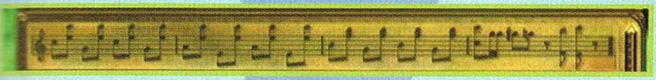
Baroque City (see page 96)



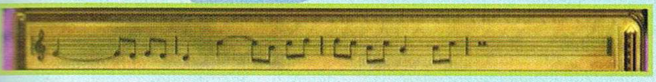
Celesta Forest (see page 98)



Cello Tree (see page 110)

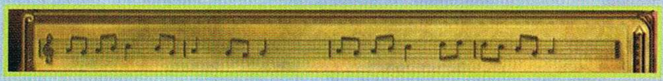


Mysterious Unison (see page 129)



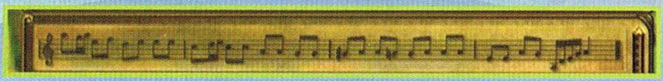
Mysterious Unison (see page 129)

25



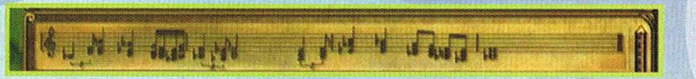
Mysterious Unison (see page 129)

26



Forte City (Encore) (see page 52)

27



Forte City (Encore) (see page 52)

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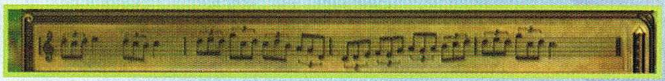

Forte City (Encore) (see page 52)

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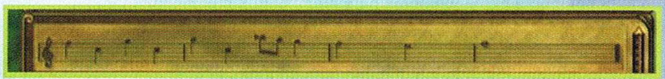
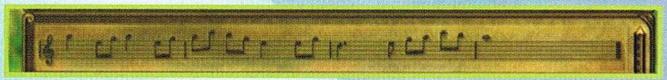


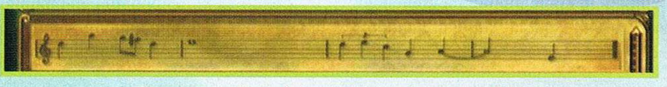
Heaven's Mirror Forest (Encore) (see page 33)

30



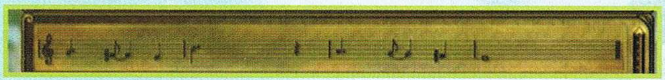
Tenuto Village (Encore) (see page 26)

31



Baroque City (Encore) (see page 81)

32



Cabasa Bridge (Encore) (see page 60)

SESSIONS

NAME: ALOOF FIDDLE (SEE PAGE 112)
Location: Mt. Rock
Rank A: Sunlight Guards (11)
Rank B: Floral Power (12, 28)
Rank S: -- (N/A)

NAME: CAPTIVE CONGA (SEE PAGE 77)
Location: Pirate Ship Dolce
Rank A: EZI Scarf (4)
Rank B: Twilight Feather (16, 18,20)
Rank S: Dark Brooch (3)

NAME: CELEBRITY MARCATO (SEE PAGE 80)
Location: Baroque Castle
Rank A: EZI String Phone (1)
Rank B: Club Clover (7,9,17,18,22)
Rank S: -- (N/A)

NAME: CONCEITED CHOIR (SEE PAGE 105)
Location: Baroque Castle
Rank A: EZI Handkerchief (17)
Rank B: Snowpuff Cookie (1,3,18,22)
Rank S: Odd Chocolate (11)

NAME: CONTRARY MARIMBA (SEE PAGE 81)
Location: Baroque City
Rank A: Smiling EZI (6)
Rank B: Glowing Tail (5)
Rank S: -- (N/A)

NAME: DESOLATE SABURO (SEE PAGE 121)
Location: Noise Dunes
Rank A: Shadow Helm (10)
Rank B: Chapel EZI (13)
Rank S: -- (N/A)

NAME: DISAPPOINTED NOTE (SEE PAGE 60)
Location: Cabasa Bridge
Rank A: Score Piece 32 (19)
Rank B: Hunting Knife (1,2,3,7,8,11,15,16,17,20,23,25,28,29,31,32)
Rank S: -- (N/A)

NAME: EASYGOING FLAT (SEE PAGE 28)
Location: Tenuto Village
Rank A: Score Piece 30 (24)
Rank B: Floral Powder (23,28)
Rank S: Silver Bullet (6)

NAME: GENTLE HARP (SEE PAGE 81)
Location: Baroque City
Rank A: Weekly EZI Magazine (16)
Rank B: Bubble Straw (22)
Rank S: -- (N/A)

NAME: GENTLEMANLY POP (SEE PAGE 53)
Location: Forte City
Rank A: EZI Cracker (2)
Rank B: Peach Cookie (1,3,18,22)
Rank S: Lion's Mane (8)

NAME: GLAMOROUS OBOE (SEE PAGE 115)
Location: Elegy of the Moon
Rank A: EZI Bun (27)
Rank B: -- (N/A)
Rank S: -- (N/A)

NAME: GRANNY'S GIRL QUENA (SEE PAGE 105)
Location: Baroque City
Rank A: EZI Paddle (7)
Rank B: Fish Incense (1,9,16,18,26,31)
Rank S: Obsidian Mirror (10,25)

NAME: HENPECKED PHIL'S DAD (SEE PAGE 53)
Location: Forte City
Rank A: Silver Star (30)
Rank B: Peacock's Feather (12,15,31)
Rank S: -- (N/A)

NAME: HUNGRY DRUM (SEE PAGE 65)
Location: Woodblock Groves
Rank A: Gold Necklace (8)
Rank B: Poison Whitecap (4,7,9,17,18,23)
Rank S: Brilliant Brooch (1)

NAME: IMPATIENT PIZZICATO (SEE PAGE 79)
Location: Baroque Castle
Rank A: Ruby Bracelet (22)
Rank B: Peach Cookie (2,9,17)
Rank S: Angel Trumpet (3,14)

NAME: KILLER BELL LYRE (SEE PAGE 85)
Location: Sharp Mountains
Rank A: EZI Egg (14)
Rank B: Star Cookie (3,7,18)
Rank S: -- (N/A)

NAME: LONELY PITCH (SEE PAGE 69)
Location: Andante
Rank A: EZI Photo (20)
Rank B: Shadow Tail (1,3,9,14,16,18,22)
Rank S: Onyx Bracelet (23)

NAME: LONESOME LOCO (SEE PAGE 96)
Location: Baroque City
Rank A: Topaz Bracelet (31)
Rank B: Fallen Feather (22,28)
Rank S: Sky Blue Brooch (15)

NAME: METHODICAL GOSPEL (SEE PAGE 29)
Location: Ritardando
Rank A: EZI Pendant (29)
Rank B: -- (N/A)
Rank S: -- (N/A)

NAME: PETTY OUD (SEE PAGE 53)
Location: Forte City
Rank A: Diamond Bracelet (32)
Rank B: Bat Umbrella (12,28)
Rank S: -- (N/A)

NAME: PRECOCIOUS FLUTE (SEE PAGE 42)
Location: Agogo Village
Rank A: Small EZI (26)
Rank B: Guardian Clothes (2,16)
Rank S: -- (N/A)

NAME: QUACK UKELELE (SEE PAGE 84)
Location: Sharp Mountains
Rank A: Gold Moon (25)
Rank B: Peacock's Feather (2,3,7,8,9,20,22)
Rank S: -- (N/A)

NAME: SHALLOW SWEET (SEE PAGE 96)
Location: Baroque Castle
Rank A: EZI Pajamas (12)
Rank B: Poison Whitecap (3,28)
Rank S: -- (N/A)

NAME: SISTER LOVING TRUMPET (SEE PAGE 63)
Location: Cantabile Inn
Rank A: Hippolyte's Belt (23)
Rank B: Snowpuff Cookie (12,24,28)
Rank S: -- (N/A)

NAME: SOLITARY STRING (SEE PAGE 29)
Location: Tenuto Village
Rank A: Elite EZI (21)
Rank B: -- (N/A)
Rank S: -- (N/A)

NAME: STROLLING GHOST NOTE (SEE PAGE 51)
Location: Hannon Hills
Rank A: Laughing EZI (9)
Rank B: Big Paper Fan (1,6,21,22,26)
Rank S: -- (N/A)

NAME: SULLEN MELODY (SEE PAGE 68)
Location: Andante
Rank A: Amethyst Bracelet (28)
Rank B: Peach Cookie (1,5,13,23,24,31)
Rank S: Floral Powder (10,12,15)

NAME: TENACIOUS CORNET (SEE PAGE 63)
Location: Cantabile Inn
Rank A: EZI Pocketbook (13)
Rank B: -- (N/A)
Rank S: -- (N/A)

NAME: THIEF SLUR (SEE PAGE 57)
Location: Forte Castle
Rank A: Emerald Bracelet (18)
Rank B: Copper Necklace (14,16,20,21,22)
Rank S: -- (N/A)

NAME: TWILIGHT JUJU (SEE PAGE 45)
Location: Chorus Plains
Rank A: Swimming EZI (15)
Rank B: Club Clover (7,23,24,28,30)
Rank S: Rapture Head (6)

NAME: WISEMAN MARACAS (SEE PAGE 55)
Location: Glissando Cliffs
Rank A: EZI Certificate (5)
Rank B: Tailored Clothes (23)
Rank S: -- (N/A)

NAME: WORRYWART HORN (SEE PAGE 91)
Location: Ritardando
Rank A: Cherry EZI (3)
Rank B: Star Cookie (1,17,23)
Rank S: -- (N/A)

Trading

Item trading is a cool side quest in the game. It seems as if someone always wants something you have! This is a good thing, because trading is a great way to get items that you need to continue the adventure.

The following table provides a brief listing of the trading that is required in the game. For full details on each trading encounter, simply refer to the appropriate walkthrough section in this guide. It's important to note that all potential traders are marked on the maps (look for the "T" icon). You start with Rat Tail, a reward for defeating the Bread Gang in the Ritardando Sewers.

The trading doesn't stop after completing the game; in fact, you can continue to trade when playing the game a second time. On a subsequent playthrough, you begin with the Pot you receive after releasing Chord's spirit in Fort Fermata.

TRADING

TRADE ITEM	RECEIVE IN RETURN	TRADER'S LOCATION
Rat Tail	Stick	Ritardando Sewers
Stick	Dentures	Ritardando
Dentures	Green Paint	Agogo Forest
Green Paint	Long Johns	Agogo Forest
Long Johns	Goat's Milk	Chorus Plains
Goat's Milk	Piggy Bank	Hanon Hills
Piggy Bank	Speed Shoes	Forte City
Speed Shoes	Fruit Basket	Hanon Hills
Fruit Basket	Winder	Cantabile Inn
Winder	Empty Vase	Woodblock Groves
Empty Vase	Power Ring	Adagio Swamp
Power Ring	Cold Medicine	Ritardando residence
Cold Medicine	Spell Book	Ritardando Sewers
Spell Book	Aria Key	Baroque Castle

ENCORE TRADING

TRADE ITEM	RECEIVE IN RETURN	TRADER'S LOCATION
Heart Pendant	Pot	Fort Formata
Pot	Goat Stew	Tenuto Village
Goat Stew	Coupon	Chorus Plains
Coupon	Honey	Hanon Hills
Honey	To Magic Researcher (sends you after Agogo Droppings)	Baroque Castle
20 Photos	Agogo Droppings	Agogo Village
Agogo Droppings	Glass Ball	Baroque Castle
Glass Ball	Orb	Aria Temple

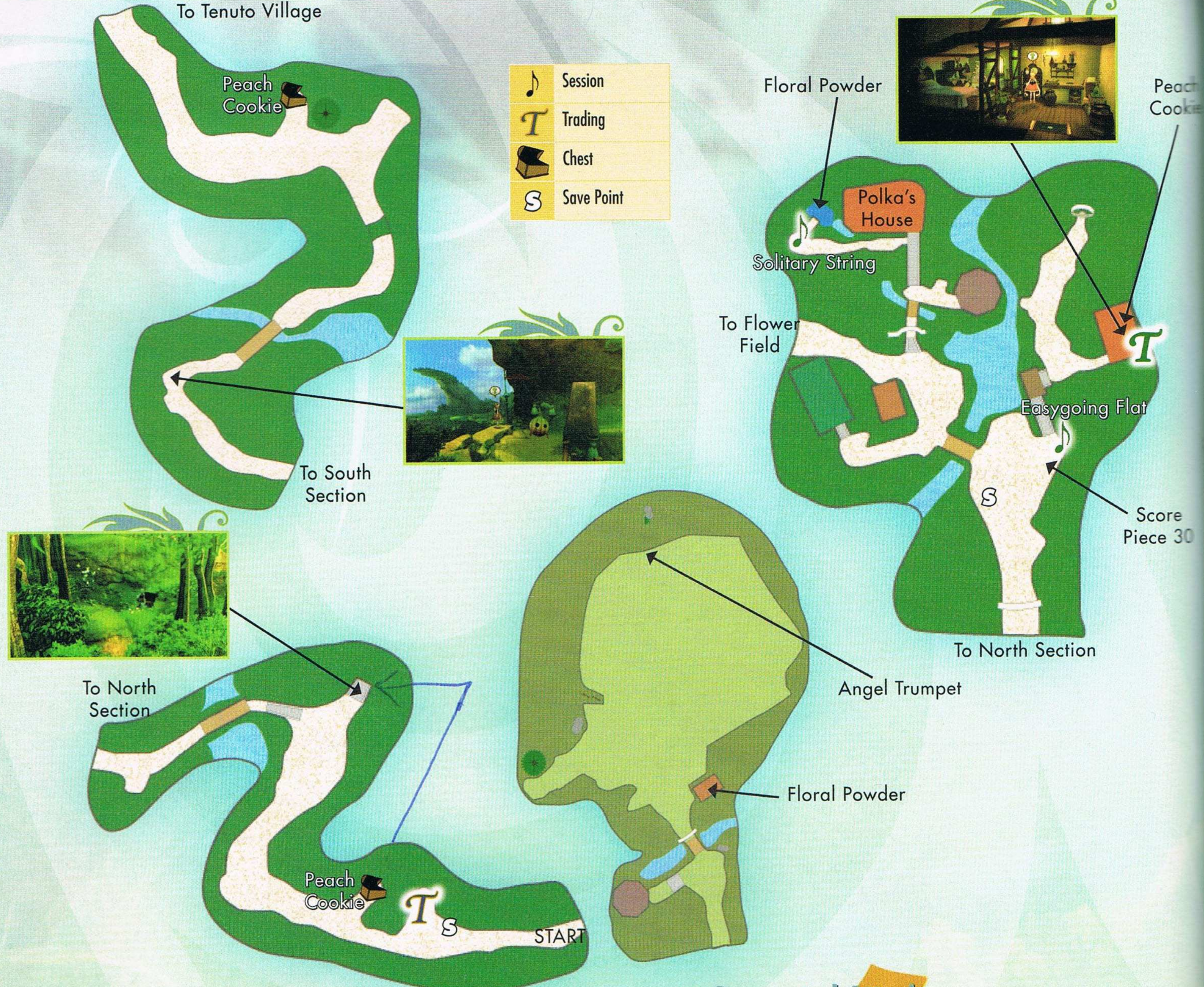
Hang onto the Orb when you acquire it, as you need it later when the party visits Xylophone Tower.

The Path to Tenuto

POLKA

LIGHT	Orange Glow
DARK	Shade Comet

SCORE PIECE (ENCORE) 30



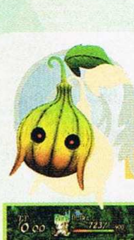
To Tenuto Village
Peach Cookie
To South Section
To North Section
Peach Cookie
T
S
START
Angel Trumpet
Floral Powder
Floral Powder
Polka's House
Solitary String
To Flower Field
Peac
Cook
T
Easygoing Flat
S
Score Piece 30
To North Section

♪	Session
T	Trading
	Chest
S	Save Point

Suggested Attacks

Before each section, we've listed abilities that would work well for the battles you face in that area. These suggestions are based on the average level your characters reach once you enter each area. These are just suggestions, however, and you should try out different characters and abilities to find what works best for your own unique playing style. There's no need to worry if your characters gain these attacks a little before, or a little later, than what is listed in this guide.

VERY VERY EMPTY



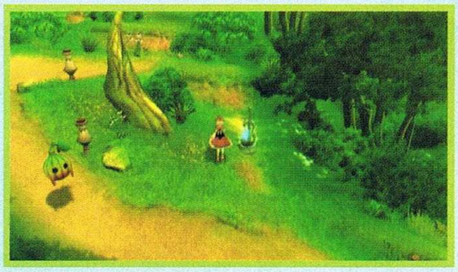
LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
1	700	11	7	50	50	25	3

Reparer.

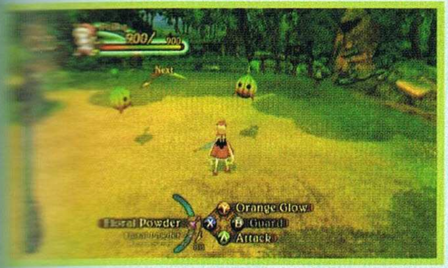
These simple creatures infest the Path to Tenuto. Their A Terre move is a multi-hit attack that can cause a lot of damage.

These troublesome creatures can even heal themselves and their allies by using Reparer!

You start the game controlling Polka, a terminally ill girl traveling home to Tenuto. One of the first things you see when you begin is a Save Point.


Save Point.

Save points are scattered throughout the game at various convenient points as you progress in the story. Save each time you find one to avoid retracing your steps should a battle go badly. Along the way to Tenuto, the path is blocked by a Very Very Empty!



The forest is infested with these things!

Battle Tutorial

During this first battle, there is a tutorial that describes the game's fighting maneuvers. While they are easy to grasp, don't skip the tutorial as it is short and to the point.

Use the Shade Comet attack to damage these pesky foes and use the Orange Glow to heal Polka. Continue up the path, toward Tenuto, facing any Very Very Empties that appear.

Using Items

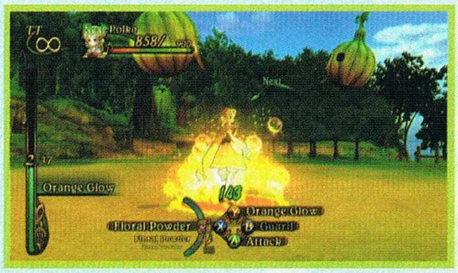
Instead of moving or attacking during your turn, you can use items. At this point, you should have Floral Powder equipped. To use Floral Powder, press the X button. To equip other items for use, press RB and LB to cycle through any available items.

Only those items which you have readied are available for use in battle. Make sure you do so before the battle begins by going to the inventory screen and placing them into your Item Set.

Special Attacks

Each character has two special attacks, a light and a dark attack. To use them, simply press the Y button. Which attack you use depends upon where your character is standing on the battle field when the attack is performed.

For example, Polka can use either Orange Glow (which heals her during battle) or Shade Comet (a ranged attack that deals heavy damage to her foes). See the "Getting Started" section of this guide for a full explanation of how combat works.



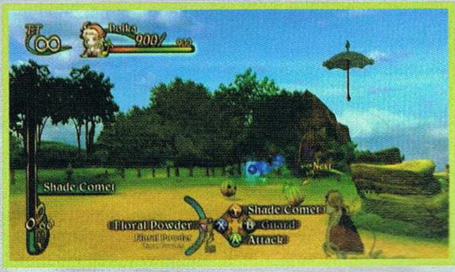
Orange Glow.

Make Every Second Count!

When the Action Gauge is about to run out, make those last few nanoseconds count by starting a special move just before the gauge depletes. This enables you to complete a move before the next combatant's turn begins.

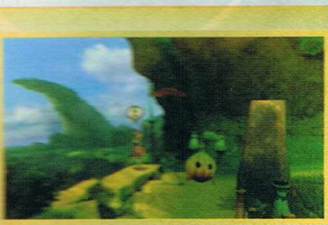
After defeating this latest foe, proceed down the shady path to reach a secluded chest containing a **Peach Cookie.** Chests contain useful items to help your party during their journey. Early chests contain recovery items like Peach Cookies, which heal a party member for 1000 HP. Later in the game, some chests will contain weapon and armor upgrades.

After looting the chest, head across the wooden bridge to continue toward Tenuto. Two Very Very Empties are blocking the path, so bash them with your umbrella! Get into the shade and use Shade Comet.



Shade Comet.

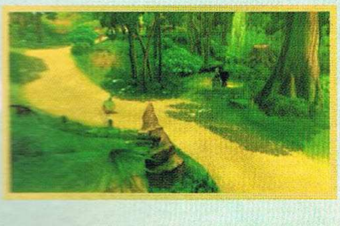
Points of Interest



Throughout the game, you will discover various "Points of Interest," which are indicated by a question mark. Read each one of them. While many of them only add to the game's storyline, some provide valuable information or items.

Continue across the bridge to face two more Very Very Empties. As you can see, they are bouncing all over these otherwise pleasant woods!

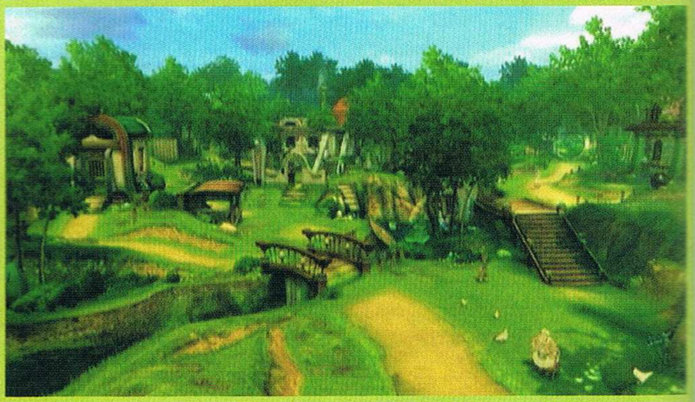
More Cookies



Don't pass up the chest near the tree here. It's always wise to have plenty of delicious **Peach Cookies** on hand!

Each defeated creature is worth a certain number of experience points. The more creatures you fight, the more experience you earn that allows you to gain levels. As a character gains levels, he or she gets stronger attacks and greater heals!

Tenuto Village



Upon entering the village, save your game at the handy Save Point to the left. Before going home, take some time to talk to all of the villagers to learn about what is going on.

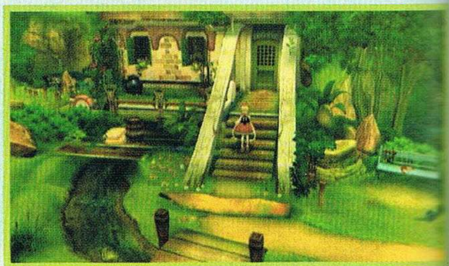
Encore Only

Returning Home

Find Easygoing Flat near the entrance to the village to perform a duet. Get an A Rank to earn **Score Piece 30**! Visit the house just behind him to find **Fish Incense** and talk to the woman to trade her your **Pot** for **Goat Stew**.

Throughout this walkthrough, you will find many notes like these that refer to events that *only* take place during a second playthrough of the game. Playing through the game again offers many different challenges and rewards!

Snoop around some of the neighbors' houses to find some extra goodies. In one house, there is another **Peach Cookie** hidden inside a vase. When you're finished exploring, head home to find Polka's mother waiting to speak with her.


Polka's house.

Encore Only

Keep Talking

Make sure to talk to Solfege during a second playthrough of the game as well.

Solitary String

Encore Only

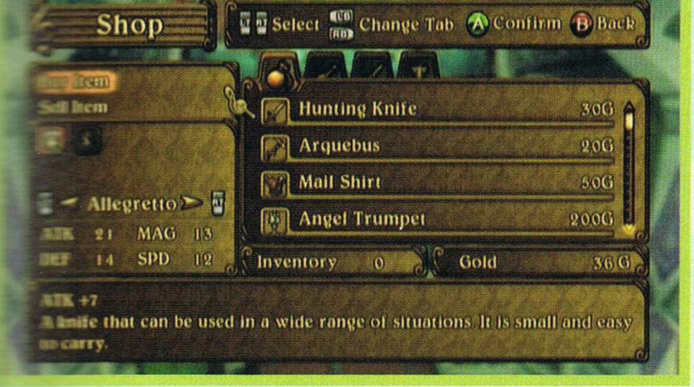
Follow the dirt path in front of Polka's door. The path leads to a cat with unusual musical talent who wishes to perform with Polka.

Ritardando

Allegretto and his young companion, Beat, have just made off with some fresh baked bread that they intend to bring to the homeless children of Ritardando. Before heading into the sewers to make the delivery, take a moment to explore the town first.

Shops

Every town (and some other locations) has a shop. This is a place where you can purchase weapons, equipment, and consumable items. You can also sell any extra stuff in your inventory.



Hunting Knife	30G
Arquebus	20G
Mail Shirt	50G
Angel Trumpet	200G

Allegretto
ATK 21 MAG 13
DEF 14 SPD 12
Inventory 0
Gold 36G

ATK +7
A knife that can be used in a wide range of situations. It is small and easy to carry.

Talk to a shopkeeper to browse his wares. While shopping, a character icon will be highlighted if that character can use a particular item. While examining an item for sale, you can see how equipping it will change a character's stats. Don't forget to talk to the various townsfolk to get information about what is going on in the city.

Hidden Treasure

Always investigate your surroundings carefully, because you never know what you might find! For example, take a close look at the fountain in the middle of town to find **10G**. Also, there is an **Angel Trumpet** in one of the crates near the Hideout. With an Angel Trumpet in your possession, you can use it to revive any KO'd party member.

Hideout

Allegretto and Beat have made a home of sorts for themselves underneath the streets of Ritardando. To check it out, climb down the ladder and head to the right, past some debris and down a second ladder. Notice that there is a Save Point here, too. After looking around, climb back up and head toward the sewers.

Methodical Gospel

Encore Only

Head into the Mandolin Church to find this musician sitting on a pew to the left of the priest.

Ritardando Town & Sewers

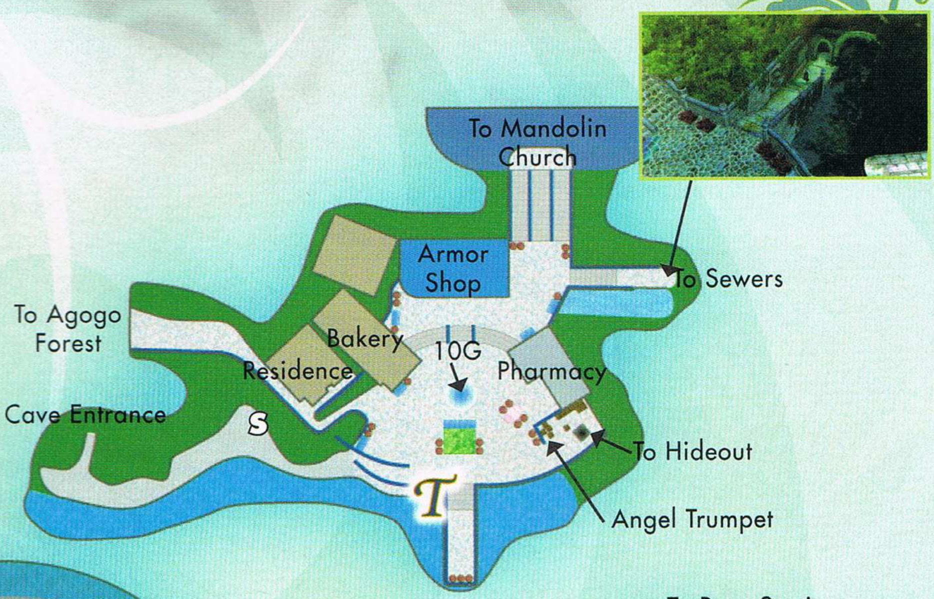
ALLEGRETTO

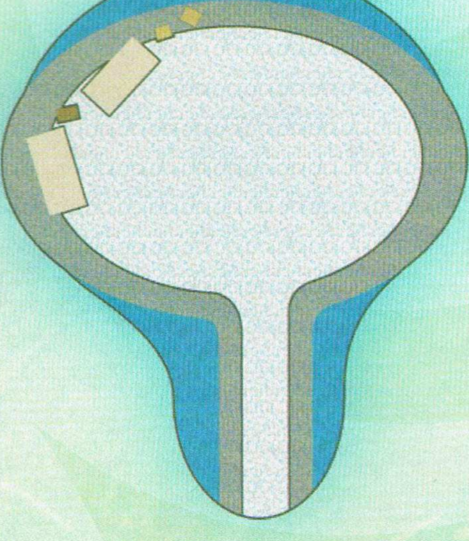
LIGHT	Sun Slash
DARK	Phantom Wave

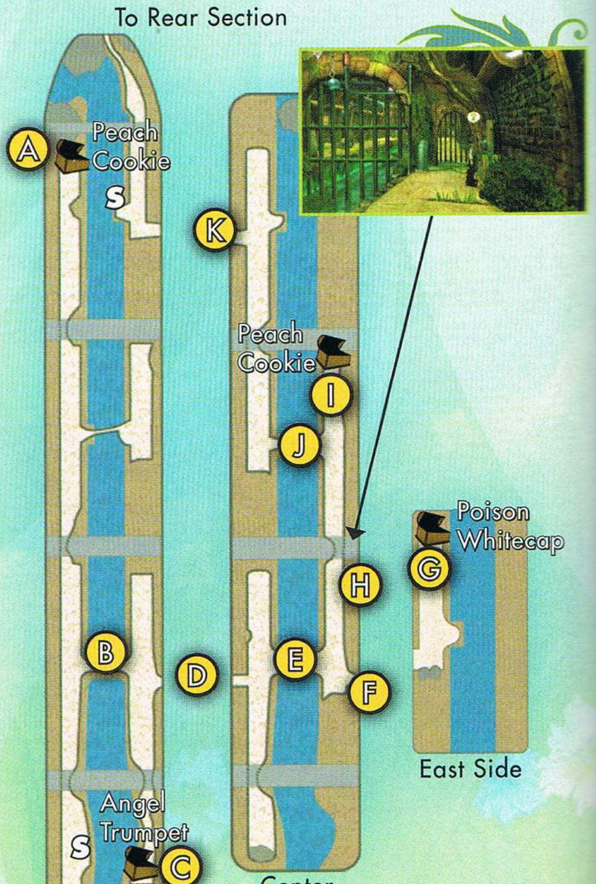
BEAT

LIGHT	Vivid Shot
DARK	Rapid Shooter

♪	Session
T	Trading
🧰	Chest
S	Save Point


To Mandolin Church
Armor Shop
To Sewers
To Agogo Forest
Bakery
10G
Residence
Pharmacy
Cave Entrance
S
T
To Hideout
Angel Trumpet




To Rear Section
A
Peach Cookie
S
K
Peach Cookie
I
J
Poison Whitecap
G
H
B
D
E
F
Angel Trumpet
S
C
East Side
Center
West Side

FLORITE MOUSE

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
1	1690	17	12	100	0	25	4

Air Shrinker

Air Shrinker!

These mice may look cute and harmless, but don't let them fool you! They run rampant in the sewers and won't hesitate to attack.

One of the Florite Mouse's most common moves is Ratty Charge. With tail up and fur flying, these vermin rush at their prey and knock them down. Their Air Shrinker attack is a powerful ranged attack. These foes also use Ratty Heal to heal themselves and each other.

est Side

soon as you descend into the sewers, one of the rats appears that Beat was so worried about!

Allegretto
1160/ 1160
Next Beat
960/ 960
Next
Sun Slash
Floral Powder
Guard
Attack

andom Florite Mouse.

Vivid Shot

During his turn, use Beat's camera to take photos during the battle instead of attacking. Simply use his special ability, Vivid Shot (later in the game, Beat learns Night Shot).

Try to get more than one subject in a photo to earn a better rank. To see the photos, access your inventory and choose the Photos tab. You can sell photos at shops; some of them are worth quite a bit of gold!

While they don't look like much of a threat, these Florite Mice infest these sewers and slow things down. Stop each time one appears. Each defeated mouse makes Beat breathe a little easier!

Allegretto
752/ 1160
Next Beat
836/ 960
316
1 Hit!
Phantom Wave
Next
Phantom Wave
Floral Powder
Guard
Attack

Allegretto's Phantom Wave takes care of these vermin!

Take the walkway to the end of this section to reach a chest Ⓐ, which contains a **Peach Cookie**. Come back down and cross the bridge Ⓑ and head right, where another Florite Mouse is guarding a chest Ⓒ. After disposing of the foe, open the chest to find an **Angel Trumpet**. Head up and cross over Ⓓ into the Center section.

Allegretto
752/ 1160
Next Beat
857/ 960
96
98
Next
7 Hits!
Sun Slash
Sun Slash
Floral Powder
Guard
Attack

This Florite Mouse won't know what hit it!

Center

Cross the bridge Ⓔ to get to the other side of the center section. Go through the doorway Ⓕ to reach the East Side.

East Side

Travel up the short walkway to reach a chest Ⓖ at the end and open it to reveal a **Poison Whitecap**. Return to the Center.

Center

Keep moving to reach a switch Ⓗ along the wall and use it to open the gate. Go to the end of the passage to get the **Peach Cookie** from the chest Ⓘ. Cross the thin bridge Ⓙ onto the other side of this section and travel up until you can cross over into the West Side Ⓚ.

Next!

You can always tell which character has the next turn by looking for the word "Next" above his or her portrait at the top of the battle screen.

West Side

Save your game here before heading into the Rear Sectio
Ⓛ to face the boss!

BREAD GANG

LVL	4	ATK	31	DEF % VS LIGHT	50	EXP	300
MAX HP	22920	DEF	26	DEF % VS DARK	50	GOLD	20

The Bread Gang is out to take your bread! Don't let them stop Allegretto and Beat from getting it to the kids who need it.

Be careful, Beat! They're after the bread!

Concentrate your fire on the two Florite Mice first, taking them out as quickly as possible. Move Beat into the shade and use his Rapid Shooter to inflict some damage.

Keep your party's health near full by using Recovery items. The boss has a nasty Exploding Breath move that is capable of hitting multiple targets.

Allegretto
1180/
Beat
1630/
Cheese Slicer
Floral Powder
Guard
Counterattack

Cheese Slicer!

When the boss uses his Branch Strike attack, he sweeps his tail in a devastating arc, taking out multiple targets. His most powerful attack by far is the Cheese Slicer!

Allegretto
795/
Beat
1630/
Next 24
Next 24
Exp. 0
Items
Peach Cookie
Rat Tail
Saber
Gold 0
Gold Total 182

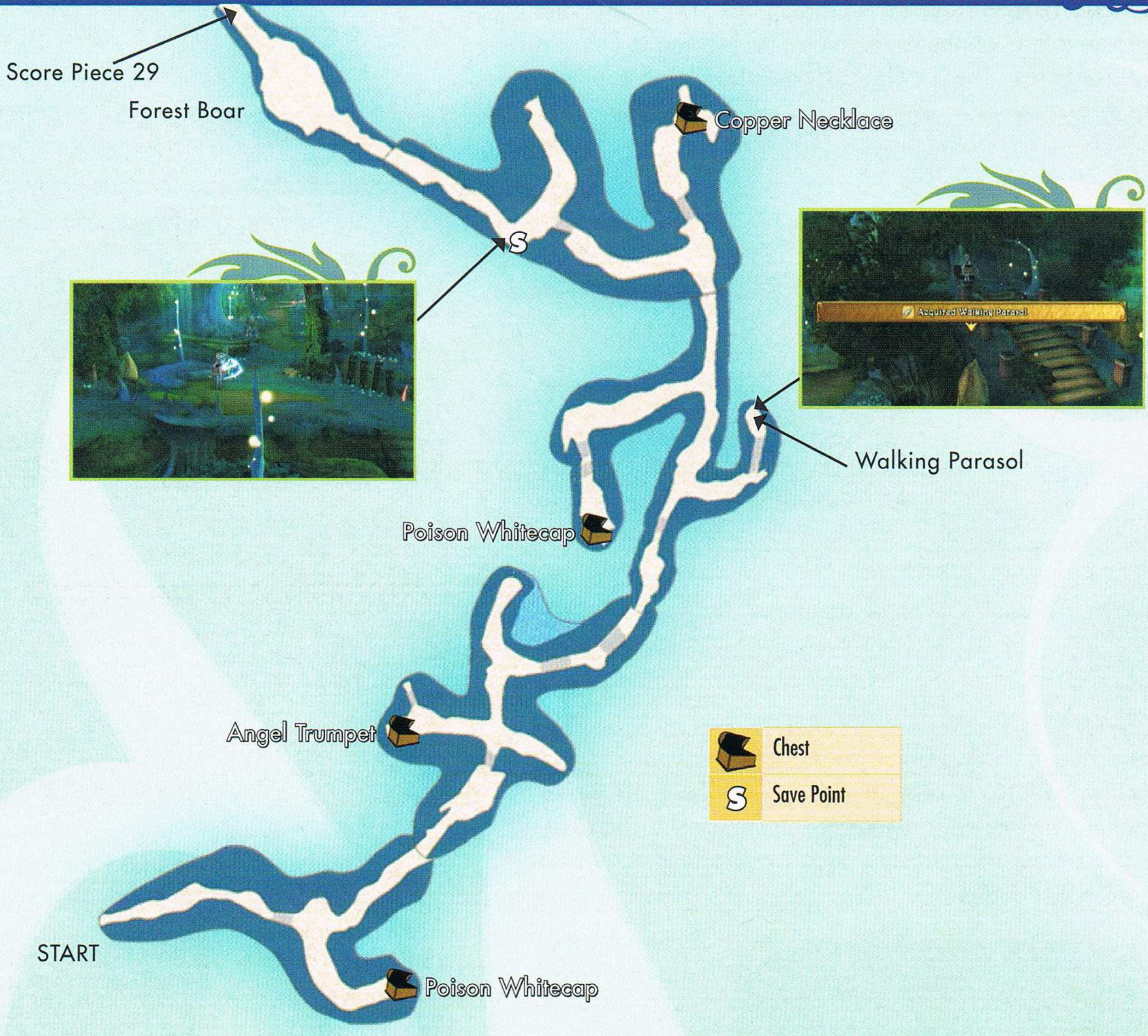
This rare move causes a great deal of damage, so try to block it if at all possible. For defeating the boss, the party receives a **Saber** (a weapon upgrade for Allegretto) and a **Rat Tail**. Equip this weapon right away, as it is much better than Allegretto's Hunting Knife.

Heaven's Mirror Forest

SCORE PIECE (ENCORE) 29

POLKA
LIGHT Orange Glow
DARK Shade Comet

FREDERIC
LIGHT Sacred Signature
DARK Piu Grave


Score Piece 29
Forest Boar
Copper Necklace
S
Acquired Walking Parasol
Walking Parasol
Poison Whitecap
Angel Trumpet
START
Poison Whitecap

▨	Chest
S	Save Point

L'OPERA KNIGHT

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
2	1900	24	17	50	50	60	5

The L'Opera Knights try to make things difficult by unleashing a few special attacks. Their L'Opera Breath is a ranged attack that hits for a decent amount of damage.

The Knight whips around in a frenzied state during L'Opera Tornado. These foes can also heal, so throw everything at them to take them down quickly! Use Frederic's Sacred Signature or Polka's Orange Glow to heal your party if you take damage.

L'Opera Breath.

Sacred Signature.

Attack from Behind!

L'Opera Knights move swiftly and deal decent damage, making them much tougher foes than the Very Very Empties and the Florite Mice.

These birds block a great deal if attacked from the front. The best way to get around this is to move behind them and attack.

The party starts in the Flower Field near Tenuto Village. Explore the edges of the field to find an **Angel Trumpet** and **Floral Powder**. Go up to Polka's house and make a left underneath the archway, then head down the small path. Search the water at the end of the path to find **Floral Powder**. Venture inside Polka's room to find an **Angel Trumpet** hidden in a plant. Exit the ~~village~~ house and proceed through the round archway, leading to Heaven's Mirror Forest. There's also a **Peach Cookie** near the bridge.

Entrance

This item is useful in future battles.

Follow the path and go up the stairs, heading to the right into a small alcove in the trees. Open the chest to obtain **Poison Whitecap.** Head down the path to reach the South section of the forest.

South

Follow the path to a set of stairs. Head down the grass path to the left, which leads to another battle. This time, some L'Opera Knights are guarding their chests with a vengeance!

Defeat the foes and open the chest to find an **Angel Trumpet**. Head back down toward the main path, turn left, then take the stairs.

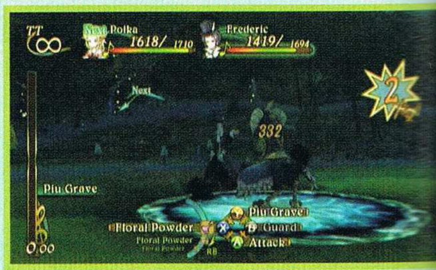
Middle South

Follow the path up the stairs to find even more L'Opera Knights. After the battle, head to the right and follow the path up the stairs to find a foe guarding a chest. Defeat this meddlesome fowl and open the chest to obtain a **Walking Parasol**, which is a new weapon for Polka!

Watch Your Health!

Keep a close eye on your party's HP and use your healing abilities or consumable items as needed.

Go back to the intersection and head up to find a fork in the path. Follow the path down to reach another chest containing a **Poison Whitecap**. Go back to the main path to reach Middle North.



Frederic's Piu Grave is very effective against the enemies here.

Middle North

The path branches to the left and continues forward. Take the forward path to find a chest with a **Copper Necklac** inside. Next, head left and climb the stairs to reach a Sav Point. Continue past it to the next area of the forest.

rth

Now it's time to prepare to battle the fiercest creature in the forest! Before approaching the open clearing, make sure you have your recovery items loaded into your Item Set for use during battle.

Recovering HP Between Battles

You always want to enter boss battles with your party's HP at full. To use recovery items outside of a battle, go to the Inventory screen and select the item followed by the character on which to use it.

FOREST BOAR

LVL	6	ATK	52	DEF % VS LIGHT	50	EXP	900
MAX HP	25250	DEF	28	DEF % VS DARK	50	GOLD	30

This is one angry pig!

The Forest Boar is the most difficult creature in the game thus far, meaning you must use all of your party's abilities to defeat it.

To use its Winning Shot, the Forest Boar twists its head wildly, goring those near him with a multi-hit attack.

This is sometimes followed up by Warcry, an area of effect attack caused by the great bellowing of the Forest Boar.

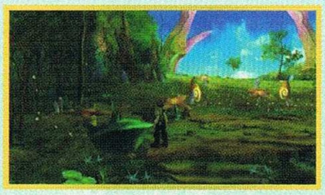
In its anger, the Forest Boar also Charges. This ferocious attack can knock down its prey and deal heavy damage.

Attack from the side to prevent the Forest Boar from blocking your party's attacks. Keep an eye on your party's health at all times. Make liberal use of Orange Glow to keep your party healthy and use some **Peach Cookies** if their health gets too low. For defeating the Forest Boar, the party receives the **Bamboo Shaft**.

Score Piece 29

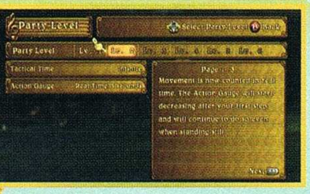
Encore Only

Search the area where the party defeated the Forest Boar to find **Score Piece 29**!



Party Level 2

In addition to the levels your characters gain individually throughout the game, your party also gains Party Levels.



At Party Level 2, movement is counted in real time. The Action Gauge starts decreasing after your first step during your turn and continues to deplete even if you stand still!

In other words, from the first move you make on your turn, you have five seconds to make moves. At this Party Level, Tactical Time is still unlimited and you can take as long as needed to think about your turn, as long as you don't move or attack. For more information on Party Levels, see the "Getting Started" section of this guide.

Ritardando

ALLEGRETTO

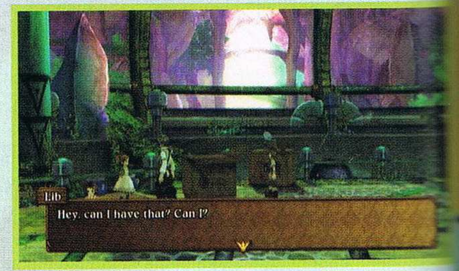
LIGHT Sun Slash
DARK Phantom Wave

BEAT

LIGHT Vivid Shot
DARK Rapid Shooter

Return Trips

When you reenter an area, the monsters respawn but any previously opened chests do not.



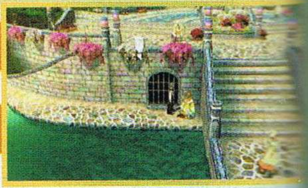
Lib
Hey, can I have that? Can I?

While heading back through the sewers, you will encounter numerous Florite Mice again. However, they are no match for your party's improved skills. Head to the Rear Section of the Sewers, where you defeated the Bread Gang.

Talk to the children here. Lib trades a **Stick** for the **Rat Tail** the party received for defeating the Bread Gang.

Trading

Trading items is a side quest that continues throughout the game. The first trade occurs when Lib trades a Stick for the Rat Tail! Throughout the game, you will encounter various people who are willing to trade.

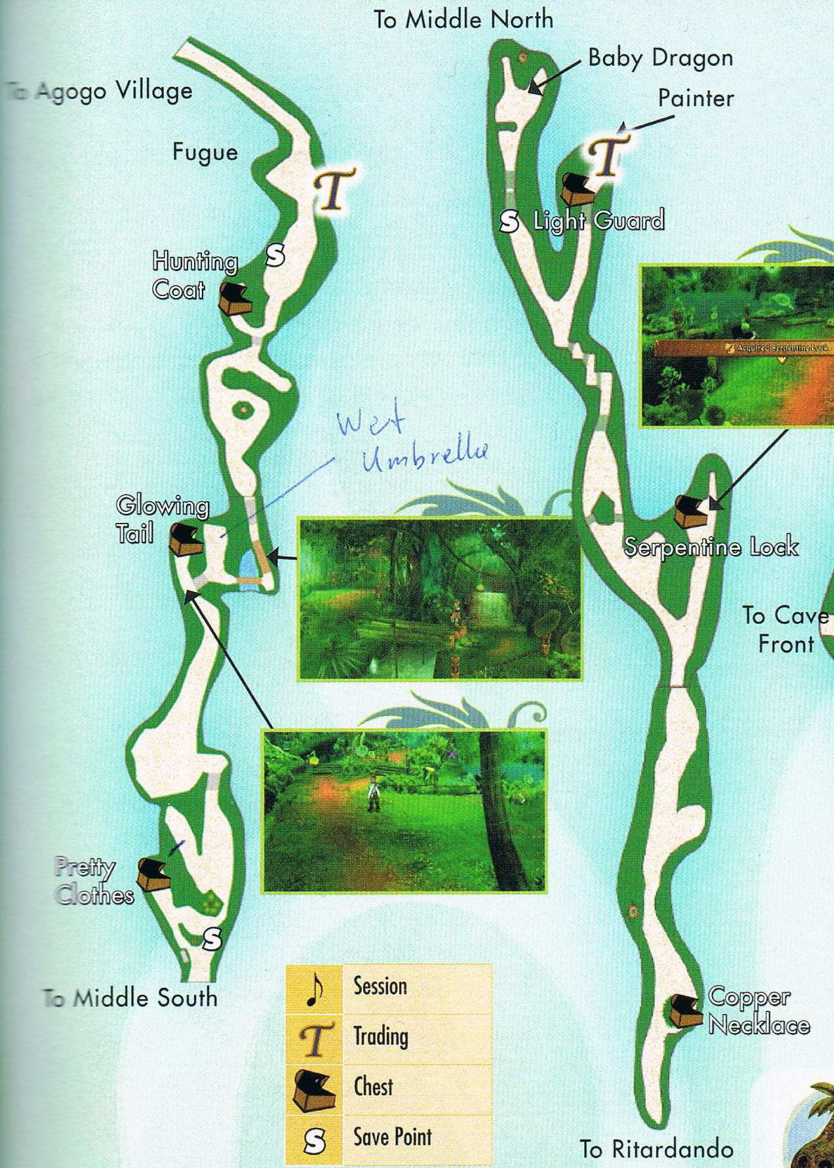


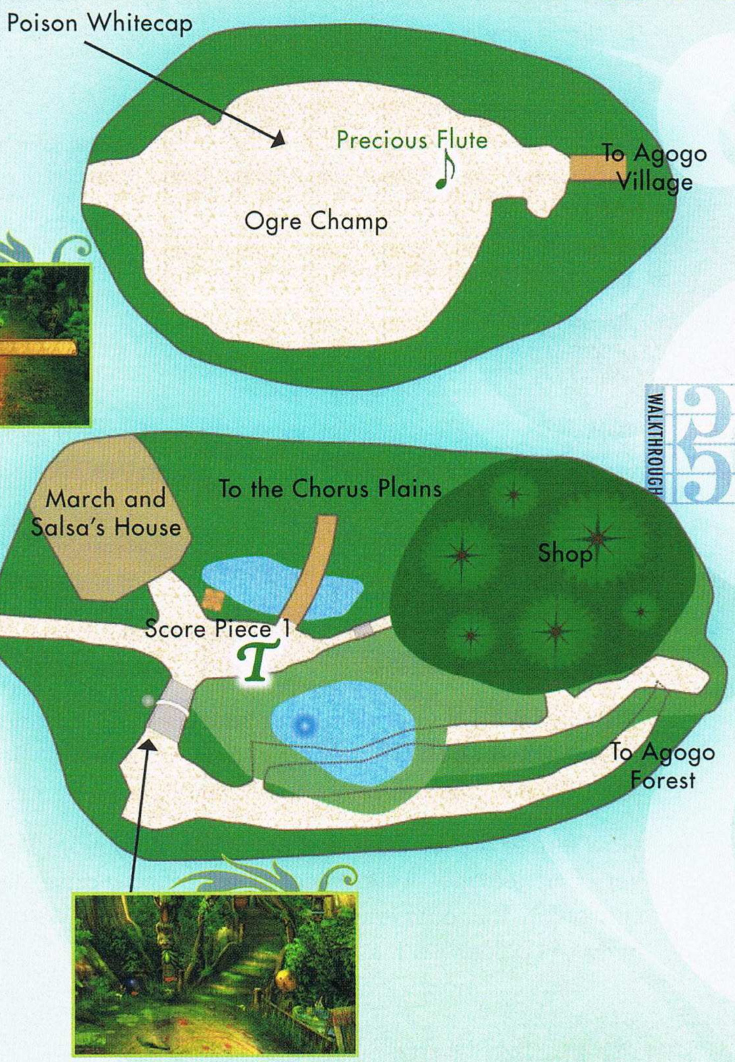
Trade your Stick for his spare Dentures.

For example, the man next to the sea in Ritardando trades a set of **Dentures** for the **Stick**. It may not seem like a good trade at the moment, but you will meet someone later who needs those Dentures!

Agogo Forest

ALLEGRETTO		BEAT	
LIGHT	Sun Slash	LIGHT	Vivid Shot
DARK	Phantom Wave	DARK	Rapid Shot


To Agogo Village
Fugue
Hunting Coat
Wet Umbrella
Glowing Tail
Pretty Clothes
To Middle South
To Middle North
Baby Dragon
Painter
Light Guard
Serpentine Lock
Copper Necklace
To Ritardando
Session
Trading
Chest
Save Point


Poison Whitecap
Precious Flute
To Agogo Village
Ogre Champ
March and Salsa's House
To the Chorus Plains
Shop
To Cave Front
Score Piece 1
To Agogo Forest

VERY VERY EMPTY

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
1	700	11	7	50	50	25	3

These foes are much easier to defeat when they are not in their Great Coconut form. When these small, bouncing monsters are caught in the shade, they become Great Coconuts!

FLORITE MOUSE

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
1	1690	17	12	100	0	25	4

These Florite Mice are no different than the ones in the sewers of Ritardando. They will use Ratty Charge to knock down your party members and help their mates with Ratty Heal.

GREAT COCONUT

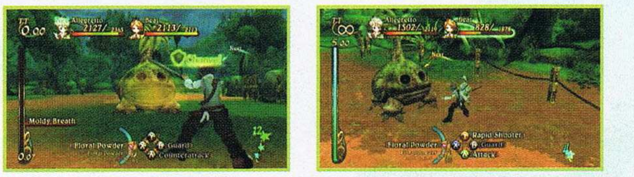
LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
4	5270	40	39	13	75	65	8

These walking mounds of rotting produce have a few tricks up their leaves! When performing a Moldy Breath attack, the Great Coconut expels its spore-laden breath in a frontal cone, damaging anyone caught in its path. In addition, these creatures can also block attacks by hiding underground!

The Great Coconuts also have two ranged attacks: Coconut Fall and Smoldering Palm. One drops a load of coconuts, while the other one pelts its prey with burning palm leaves! These foes can even use Murmur to heal themselves or their allies.

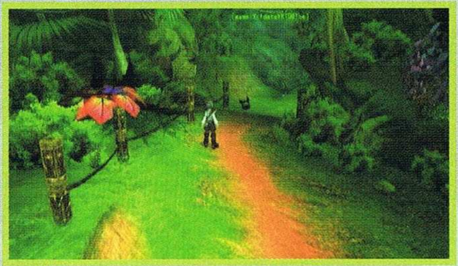
Not all creatures change form between light and shade, but many do. Oftentimes, one form is easier to fight than the other. If a particular creature is proving difficult to defeat, drag it into the other element during the battle to see if it has another form.

The Great Coconuts won't always venture into the light, instead preferring to use their ranged attacks like Moldy Breath to keep from leaving the shade.



Somebody get this guy a mint!

Upon entering the forest, follow the path and head up the stairs to reach a chest containing a **Copper Necklace**. Continue down the path, clearing the enemies along the way. While it is possible to avoid some of them, take the time to engage them all in battle to gain experience and items.


Don't let that mouse stand in your way!

Middle South

The path splits to the right and left here, so head to the right first to find a treasure chest guarded by a Very Very Empty. It is no match for your skills! The treasure chest contains a **Serpentine Lock**. This weapon is an upgrade for Beat, with ATK +8. Equip it right away!

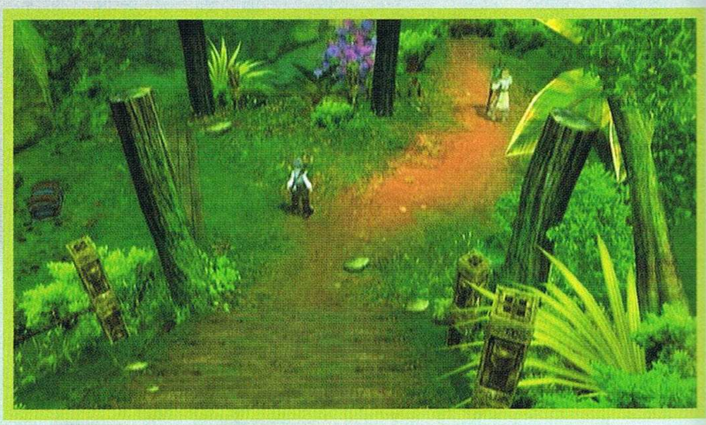
Now turn to the left path and prepare to find more Very Very Empties and Florite Mice, which by now pose little challenge. This path leads to a short set of stairs, leading to more battles with these foes.

Use the Light!

Remember that the Very Very Empties will turn into Great Coconuts in the shade. It's not too difficult to defeat this tougher version, but lure them into the light to end the battle quickly. But remember that Great Coconuts are worth more EXP than the Very Very Empties.

The path forks here. Take the right fork to reach a chest and talk with a painter who has set up his easel here. The nearby chest contains a **Light Guard**. This piece of light armor is often worn by merchants on long journeys. Either Beat or Allegretto can wear this, but equip Allegretto with it, as he is in melee combat most often.

Take the right path.


It looks like he is running out of Green Paint.

After looting the chest, return to where the path forks and head down the left trail to reach a Save Point. Make sure you load any recovery items into your Item Set and equip any item upgrades before continuing.

BABY DRAGON

LVL	8	ATK	64	DEF % VS LIGHT	50	EXP	1500
MAX HP	40740	DEF	37	DEF % VS DARK	50	GOLD	35

Allegretto 1957/1965
Beat 1399/
Fiery Breath
Floral Powder
Guard
Counterattack

Fiery Breath attack.

Do Dragons Say "Cheese?"

Use Beat's Vivid Shot ability to take photos of the Baby Dragon. You can sell them at local shops and, if you get a good shot, it sells for a good amount!

Although he is young, this Baby Dragon still poses a challenge for your party. His Knock Out attack is a multi-hit combo attack that deals quite a bit of damage. Its Fiery Breath is a frontal cone attack, making things hot for anyone caught in its path.

The Baby Dragon's most fearsome attack is its Red Heaven. This area of effect attack radiates out from the dragon's body, damaging anyone near it.

Build up Echoes with regular attacks and use Special Attacks (like Sky Divider and Coup de Grace) to deliver devastating blows to the Baby Dragon.

For winning this fight, the party receives a **Stone Sword Hilt**. Any of your characters can use this and it provides +2 to the character's ATK.

Agogo Forest

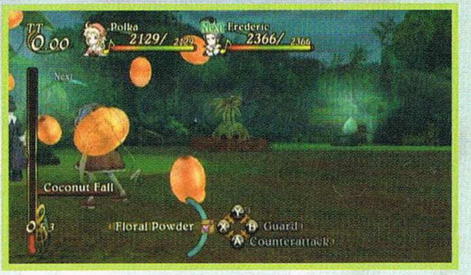
POLKA

LIGHT Orange Glow
DARK Nether Wave

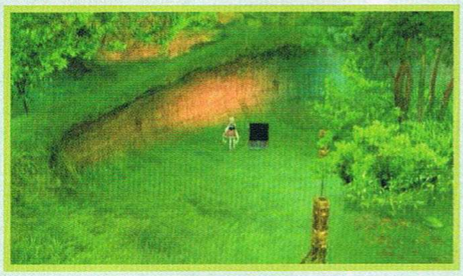
FREDERIC

LIGHT Coup de Grace
DARK Piu Grave

This part of Agogo Forest is home to the same types of creatures that you faced with Allegretto and Beat. Follow the path straight to defeat the Great Coconuts in the small nook here.



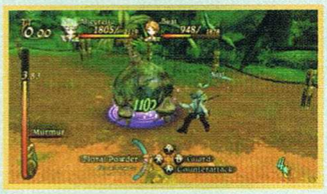
Beware the Coconut Fall!



Open this chest to acquire Pretty Clothes!

Return to where the path forks to the right and search for a chest in the grassy area to the left. The chest contains **Pretty Clothes**, an armor upgrade for Polka so equip them.

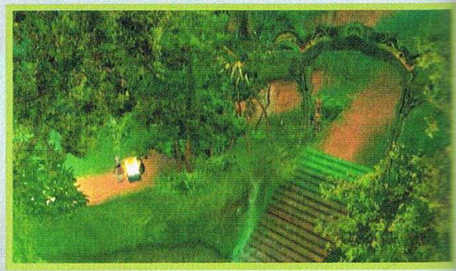
Murmur!



You know that Great Coconuts use Murmur to heal themselves. When Great Coconuts are close to one another when using Murmur, they will often use it to chain heal each other.

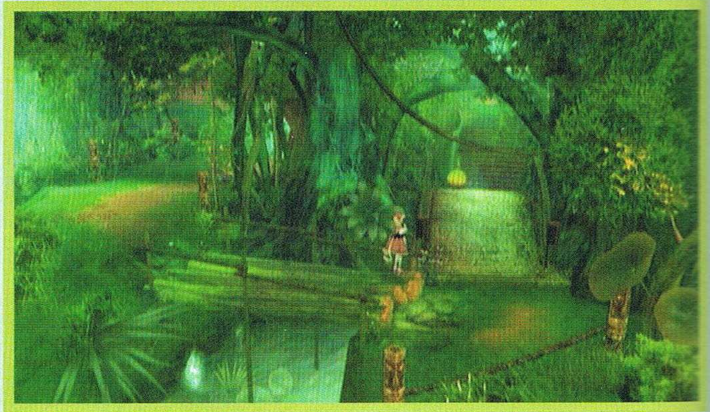
Have your entire party focus on one of the Great Coconuts at a time to cause more damage than Murmur can replace, if necessary.

Defeat the creatures along the path and head up the stairway to face even more of these foes. Don't let them impede your progress through the forest!



After defeating the monsters in the small clearing, continue up the path deeper into the forest. Walk past the stairs on the right to find a chest containing a **Glowing Tail**. Next, climb the stairs and head up to reach another chest containing a **Wet Umbrella**, a weapon upgrade for Polka.

Return down to the top of the stairs and cross the wooden and stone bridges leading to the north side of the forest.

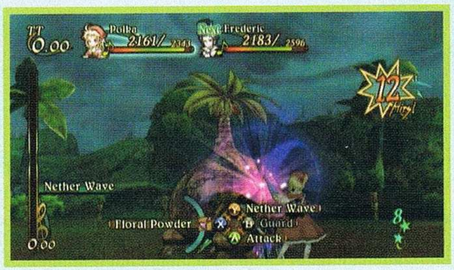


North

Follow the path around to reach the stairs. At the top, the path branches to the left and right. Take the left fork first and fight a few creatures guarding a chest. The chest contains a **Hunting Coat**, an armor upgrade for Frederic

Build Up Your Echoes!

Using your party's special attacks is great, but don't forget to use regular attacks to build up Echoes. To give your special attacks that extra "ooomf," you need those Echoes!



Polka's new attack, Nether Wave, flattens your enemies!

Retrace your steps and take the right fork this time. Lots of creatures block your party's path here, but by building up your Echoes and watching your party's health, you should have no trouble defeating them. Continue up the path until you see an archway.

Fugue is searching Agogo Forest for agogos. Unfortunately, your party's path crosses his. In a foul mood due to the rain, he decides to take it out on your party. Try as you might, you can't defeat him right now.

"Perhaps you wouldn't mind providing me with entertainment to ease my frustration?"

Agogo Forest Middle North

ALLEGRETTO		**BEAT**	
LIGHT	Sky Divider	**LIGHT**	Fire Blast
DARK	Phantom Wave	**DARK**	Rapid Shooter

Allegretto and Beat are now in the same area of the Agogo Forest as Frederic and Polka and face the same types of creatures. Follow the path as noted earlier and notice that the chests have already been opened. If you missed any while coming through here with Polka and Frederic, you now have a second chance to grab them! At the archway once again, there is an angry old man to the right.

A Picture is Worth...!

This angry old man has broken his wife's dentures! Luckily for him, you have a spare set of dentures. When you trade him the **Dentures**, he hands over **Green Paint** in return.

Now that you have the Green Paint, return all the way back through Agogo Forest to reach the painter in the Middle South area. Trade him the **Green Paint** for a pair of **Long Johns**. After trading with the Painter, return through the forest to reach Agogo Village.

I'll show her! She's not going to be doing much talking at all with her dentures in pieces! Hah!

What vivid green! My brush will dance with delight!

Agogo Village

ALLEGRETTO
LIGHT Sky Divider
DARK Phantom Wave

BEAT
LIGHT Fire Blast
DARK Rapid Shooter

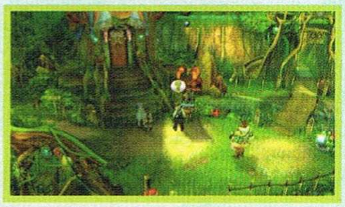
FREDERIC
LIGHT Coup de Grace
DARK Piu Grave

SCORE PIECE 1

Head up the trail to enter the village where Beat and Allegretto meet March, Polka, and Frederic.

Yes, I do. My name is March. Nice to meet you.
My sister and I are the guardians of this forest.

March, guardian of Agogo Forest.



You will find Score Pieces throughout the game.

Before following Polka, investigate the small hut at the foot of March's stairs to find your first **Score Piece**.

You will collect Score Pieces throughout the game that you can use to play with characters to earn rewards. For a full explanation of Score Pieces and Sessions, see that section of this guide.

Wildlife Photography

Encore Only

Agogo Boy
You can't tell me? Hmm, well I do have some agogo droppings on me for research purposes, but I can't just give them away.

Talk to the boy in the center of town. Before he will hand over the **Agogo Droppings** sought by the Magic Researcher, he demands 20 pictures of 20 different types of beasts in payment. Simply return to him with the photos and he hands over the Agogo Droppings.

Enter March's house to find a **Twilight Feather** in the empty birdcage and **Club Clover** in a pot. They won't mind!

Precocious Flute

Encore Only

Precocious Flute is waiting near the cave entrance. Head ove there for a performance.

The party hears Polka scream from the direction of the cave, but don't go just yet; instead, visit the shop. After entering the shop, locate the box on the left and open it to find **Floral Powder**. Go down the ramp to reach the shopkeeper.

At this point, Frederic has joined Beat and Allegretto, so purchase upgrades for these characters before heading out. Some good choices include a Breast Guard for both Allegretto and Beat, as well as a Cork Baton for Frederic

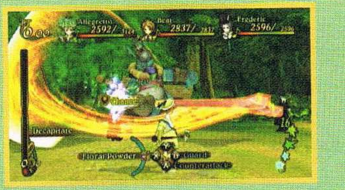
EZI

Investigate the totem to the left of the path leading into town. Pray to the god EZI here to earn 1G!

Take the path to the left of Salsa and March's house to find Polka. No wonder Polka screamed! She is facing the Ogre Champ!

OGRE CHAMP

LVL	9	ATK	79	DEF % VS LIGHT	50	EXP	2000
MAX HP	45530	DEF	53	DEF % VS DARK	50	GOLD	40

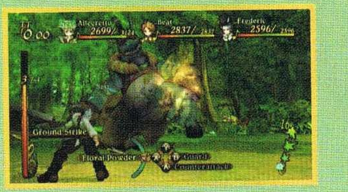

Allegretto
2592/
Beat
2837/
Frederic
2596/
Decapitate
Floral Powder
Guard
Counterattack

Decapitate.

The Ogre Champ is no stranger to battle. He has an arsenal of moves designed to keep everyone on their toes. He uses his huge sword to perform a sweeping frontal cone attack called Decapitate. Note, however, that the sword isn't his only weapon. The Ogre Champ uses his great size and strength to smash the ground, damaging anyone nearby with Big Smash or Ground Strike. He also uses One Gulp to heal himself.

Take out the two L'Opera Knights first, then build up Echoes on the big guy to inflict massive damage.

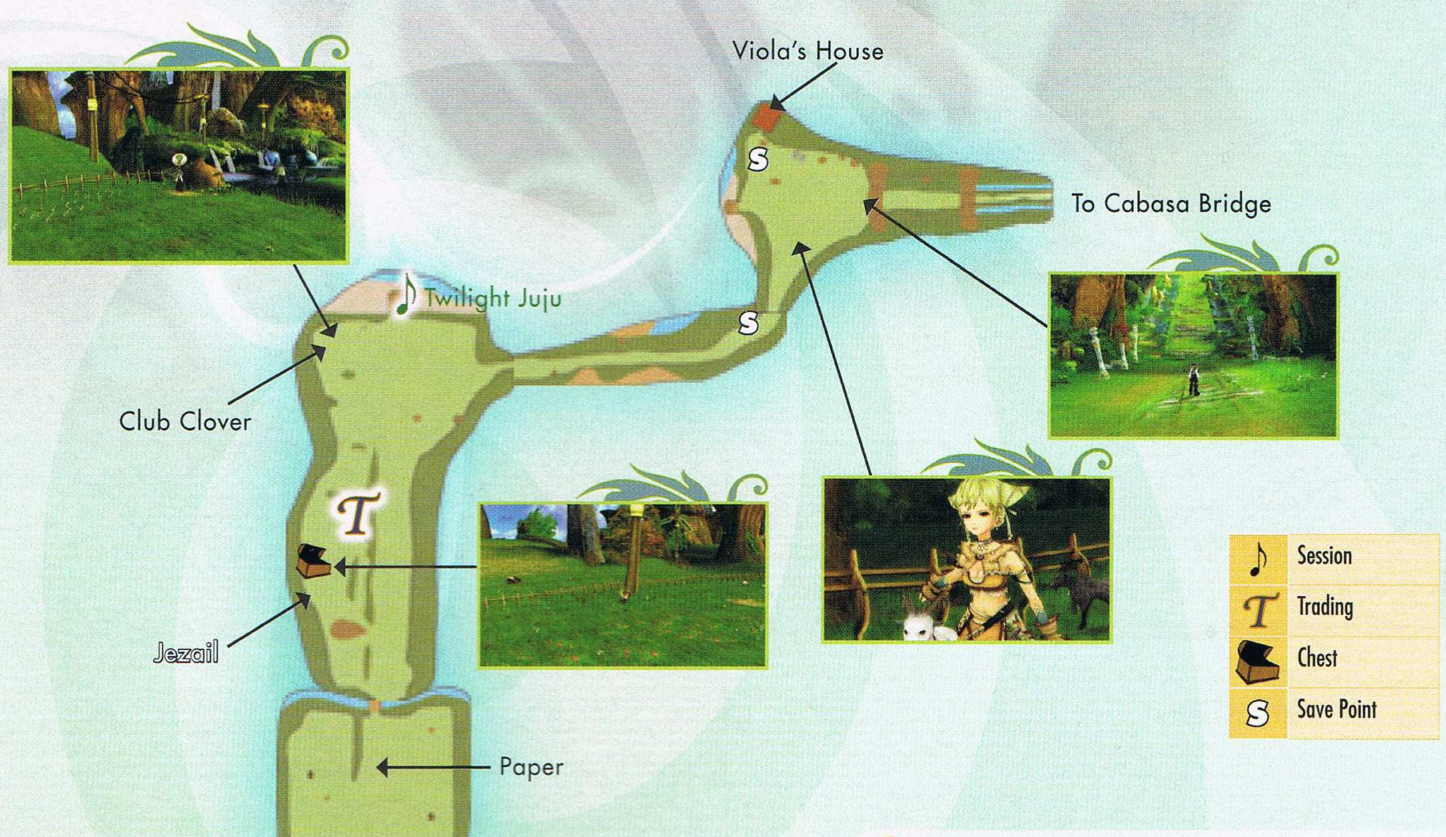
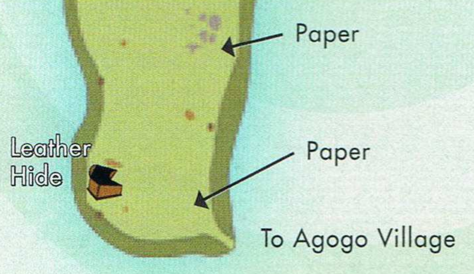
The Ogre Champ is a tough foe, but by watching your party's health and building up Echoes, things are a little easier. Remember to attack tough foes from behind to decrease their chance to block your party's attacks. After defeating the Ogre Champ, the party receives a **Long Sword**.


Allegretto
2699/
Beat
2837/
Frederic
2596/
Ground Strike
Floral Powder
Guard
Counterattack

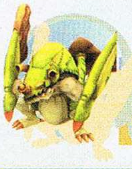
"I bet it's one of those agogos that girl was talking about before."

Chorus Plains

	ALLEGRETTO	POLKA	BEAT	FREDERIC
LIGHT	Sky Divider	Orange Glow	Fire Blast	N/A
DARK	Shadow Assault	Nether Wave	Rapid Shooter	N/A



Viola's House
S
To Cabasa Bridge
Twilight Juju
S
Club Clover
T
Jezail
Paper
Paper
Leather Hide
Paper
To Agogo Village
Session
Trading
Chest
Save Point

EARTH SHAKER



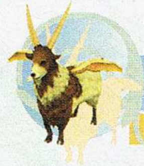
LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
10	9090	72	21	50	50	150	15

Long Tail.

The Chorus Plains is sure full of strange looking monsters. The Earth Shaker uses it Sludge attack to launch its foul breath in a frontal cone.

One of its other favorite moves is Long Tail. The Earth Shaker sweeps its tail around, hitting anyone caught in its arc.

ANGEL GOAT



LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
10	6560	69	53	100	0	120	10

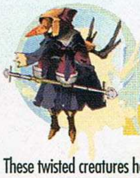
This unlikely creature often utilizes a move called The Ride of the Three Hundred, a charge attack with a knock down. Watch out for Assemble, which is a back kick that hits hard!

They also perform Feather Flare, a ranged attack that flings their feathers at the intended target. Angel Goats can also heal themselves and their allies with Encourage, so some fights may last a while.

Ride of the Three Hundred.

Feather Flare.

MALEDICTOR

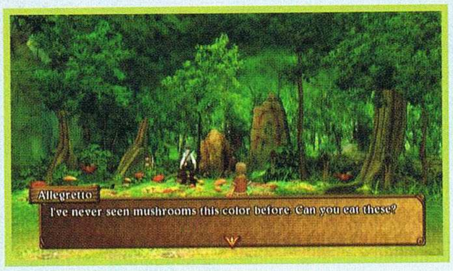


LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
13	8470	65	45	50	50	220	20

These twisted creatures have a chorus of attacks and won't hesitate to use them! Spiritus is a ranged attack that they often use during battle. One of their favorite moves is Deathblow, which focuses on one target.

Spiritus.

Deathblow.

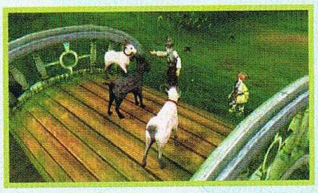

Allegretto
I've never seen mushrooms this color before. Can you eat these?

Return to Agogo Village to use the Save Point. Revisit the area where you fought the Ogre Champ to find a **Poison Whitecap** in a nearby bed of mushrooms.

South Side

Search the far left side of the area to find a chest containing **Leather Hide**. Follow the path to a bridge. You need to cross it, but it doesn't look like those goats are moving!

The goats won't let anyone pass unless they are fed. Pick up the pieces of paper littering this area and take them to the goats. There is a piece of paper near the beginning of the area, one on the right side near the fence, and one in the middle of the road before the bridge (see map for the locations).



Chorus Plains: South Lake

The strange creature blocking the road is an Earth Shaker. Continue along the path until you see a chest to the far left, guarded by more of these strange creatures. This chest contains a **Jezail**, a weapon upgrade for Beat.

Mmmmmm... Goat's Milk!

"You wouldn't happen to have a pair of long johns handy, would you?"

Return to the road and proceed until you spot a Goatherd to the left. He has run into a rather embarrassing problem and only you can help him out. Give him the **Long Johns** and he relinquishes some **Goat's Milk** in trade.

Encore Only

What To Do With the Goat Stew

Trade the Goat Stew to the Goatherd and receive a Coupon in return.

Follow the path to the lake and look for a rock with a dirt patch next to it. Search this area to find **Club Clover**, a very useful item that recovers 3000 HP to the entire party. Next, follow the detour sign on the path to the right.

Encore Only

Twilight Juju

Head to the small pier near the lake to perform with Twilight Juju.

East Lake

While traveling down the path, more Angel Goats and Earth Shakers appear. It's possible to avoid some of these battles, but it's more important to fight them all for added experience and gold.

Bad Goat, Baaaad!

Take out the Angel Goats first, as they use their Encourage attack to heal themselves and their Earth Shaker allies.

North Side

A bit further down the path the party meets Viola, who is defending her herd from vicious Maledictors. Help her fight them off! After defeating the Maledictors, Viola invites the party into her house.

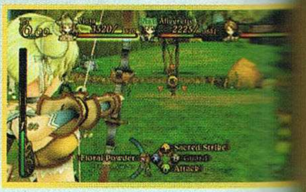
Too much Mineral Powder can turn a person into a Maledictor!

"Essentials of Archery: 1. Aim at your enemy from afar. 2. Aim for your enemy's head."

While inside Viola's house, scour the area completely to find the **Club Clover** in the chest behind her table. Before doing anything else, use the Save Point outside Viola's house.

Getting a Clear Shot

Features in the terrain can block a ranged attack, so make sure you have a clear shot.



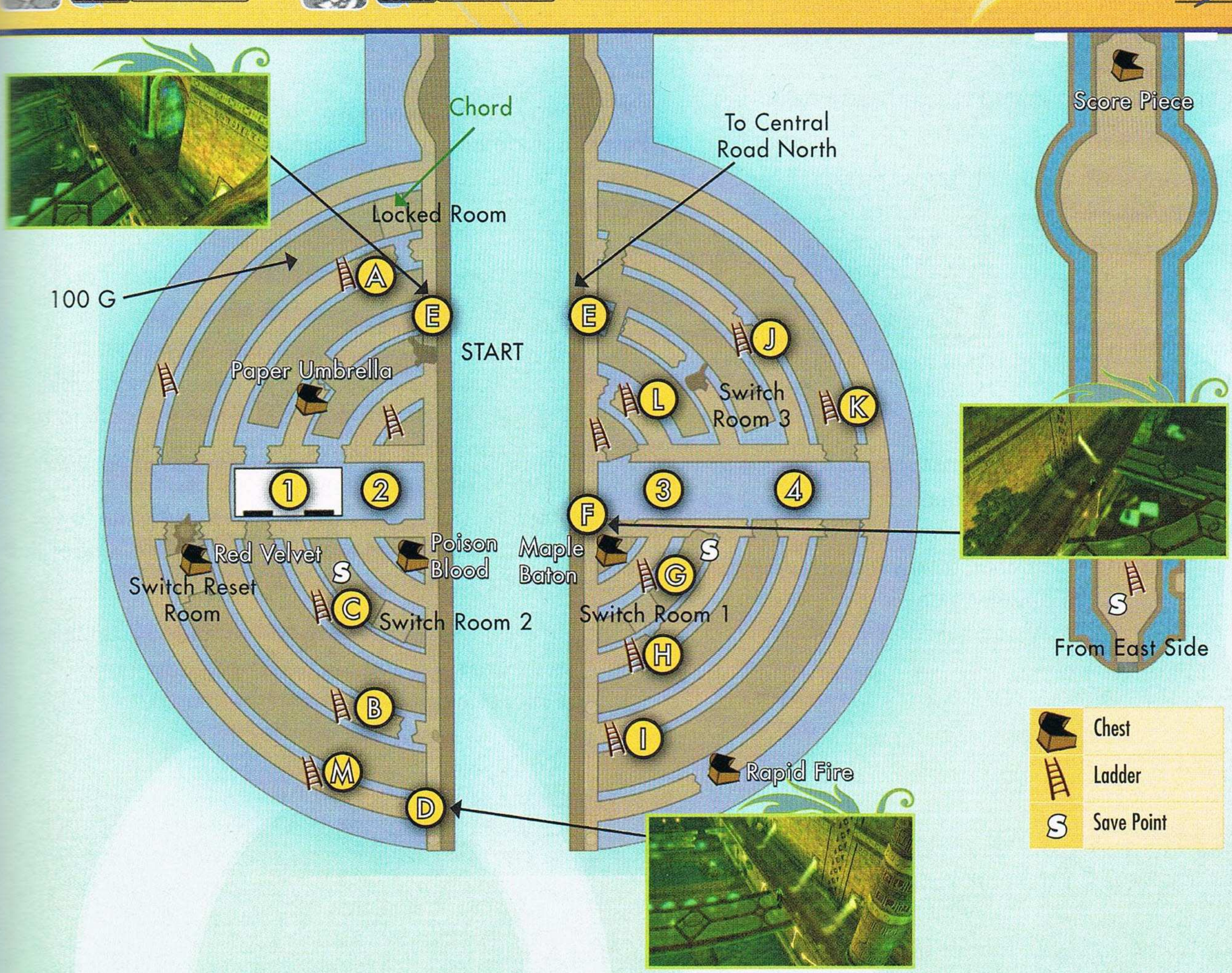
Cabasa Bridge.

Cross the Cabasa Bridge to reach Fort Fermata on the other side. This old fort is now home to people who have been driven mad through the use of Mineral Powder!

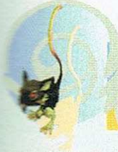
Fort Fermata

ALLEGRETTO		VIOLA		POLKA	
LIGHT	Sky Divider	LIGHT	Heal Arrow	LIGHT	Orange Glow
DARK	Shadow Assault	DARK	Bone Crumble	DARK	Nether Wave

BEAT		FREDERIC	
LIGHT	N/A	LIGHT	N/A
DARK	N/A	DARK	N/A


Chord
To Central Road North
Locked Room
100 G
A
E
START
Paper Umbrella
1
2
Red Velvet
Switch Reset Room
S
C
Switch Room 2
Poison Blood
B
M
D
E
J
L
Switch Room 3
K
3
4
F
Maple Baton
S
G
Switch Room 1
H
I
Rapid Fire
Score Piece
S
From East Side
Chest
Ladder
Save Point

LORDS OF DARKNESS



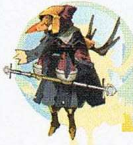
LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
13	7090	70	69	0	100	180	15

Much like the Ritardando sewers, this area is infested with rat-like creatures. These Lords of Darkness resemble Florite Mice, but carry their own aura of darkness. When in melee range, use your party's shadow attacks. Like the other mice, these vermin also perform Ratty Charge and Ratty Heal. They also do Sneak Drop, a ranged area of effect attack and Dark Shrinker, a ranged attack that deals high damage.

Notice that the majority of the battle area is in shade. Make use of the small pools of light surrounding the torches to use light abilities like Orange Glow. Some battles have light areas near the center, while others only appear near the edge.

Sneak Drop!

MALEDICTOR



LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
13	8470	65	45	50	50	220	20

The Maledictors use their Spiritus attack to hit from long range, while their Life Steal takes away your party's health to heal the Maledictor. Their most powerful attack is Deathblow. This move surrounds the target with death, attacking with darkness.

Life Steal.

Go straight through the ruins and head up the stairs to cross the bridge. At the end of the path, turn left to access the open passageway.

West Side

Fort Fermata's Moving Room.

Follow the path around and cross the rubble to the left to reach the other circular path. Head up to reach a ladder Ⓐ and take it up to the next level. Follow that path down to reach a ladder Ⓑ and climb down. Head back up that path to enter the Fort Fermata Moving Room ①.

Open the chest to find a Paper Umbrella!

Exit the room's rightmost door (note the Save Point) and go up the ladder Ⓒ. Head to the left and up, crossing the top of the Moving Room to continue up the broken passage. This leads to an area with a chest containing a **Paper Umbrella**.

Retrace your steps (passing the ladder) and continue to the right to reach the top stone path. Head down to reach the bottom path Ⓓ that leads left, then follow it up and all the way around. This leads to another stone walkway. Follow it to reach the Over Central Road section Ⓔ, depositing the party on the East Side.

East Side

Use the switch to reposition the Moving Room.

Head down the stone pathway to the double junction Ⓕ. Climb down the ladder Ⓖ and head into the room here (Switch Room 1). Using the switch in this room causes the entire room to shake, as the Moving Room slides over to its next position. Exit the room and retrace your steps back to the West Side.

West Side

Once again, follow the long circular route around this area of the fort. At the stone pathway Ⓓ, head up to find a mass of purple flowers on the wall to the right.

Turn left and climb down the ladder Ⓒ. At this point, you should be back at the Save Point, but the Moving Room has shifted slightly to the right ②, granting access to a chest.

Poison Blood comes in handy!

Enter the room and go out the right-hand door to reach a chest containing **Poison Blood**.

Go back into the Moving Room and exit via the left door. Pass the Save Point and head into the room to the right (Switch Room 2). Press the switch to make the Moving Room shift again, this time accessing the East Side ④.

On the way back, head down the ladder Ⓜ and up to the Reset Room to find a chest containing **Red Velvet**. Now proceed to the East Side Ⓔ.

East Side

Continue down the stone walkway to reach the double junction Ⓕ and a Save Point. Head down the path to reach the ladder Ⓗ and take it down to the lower level. Go to the right and up to reach the Moving Room ④. Go inside and exit through the right door, which leads along the lower circular path. Take this all the way around to a ladder that leads up to the higher level Ⓘ.

Go to the right, back toward the Moving Room on this upper level. Cross the top of the Moving Room and continue along the path to reach a ladder Ⓙ.

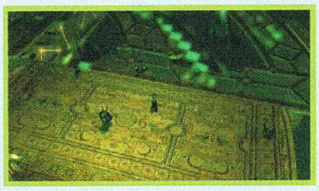
Lock on Target!

You can aim Viola's regular attack for extra damage by holding down the attack button, using the Left Analog Stick to target, and then pressing the attack button repeatedly. This gives her rapid shot attacks with a lot of damage.

Climb down to the lower level and head down, go up the first ladder on your right Ⓚ, and proceed down on the upper walkway to reach a chest containing **Rapid Fire**.

Turn around and retrace your steps, heading back down the ladder Ⓚ to the lower level. Stay on the bottom level until you reach the wall, cross over the rubble, and head down the path and right to find a small room (Switch Room 3). Enter it, defeat the creatures, and use the Switch. This slides the Moving Room on the East Side a little to the left (③, creating access to a chest.

Exit the Small Room, go up the path, head across the rubble to the left, and climb the ladder Ⓛ. Come down the path and cross over the roof of the Moving Room ③.



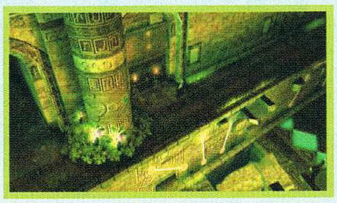
Go down the ladder Ⓖ and head up into the Moving Room, then leave via left door where another hidden chest awaits. This chest contains the **Maple Baton**.

Chord

♪ Encore Only ♪

Use the key to unlock the Locked Room in Fort Fermata, where Chord is hiding. Return his mother's Heart Pendant to him to release his soul. You also pick up the Pot you need for trading here.

Polka
Chord? You're Chord, aren't you?

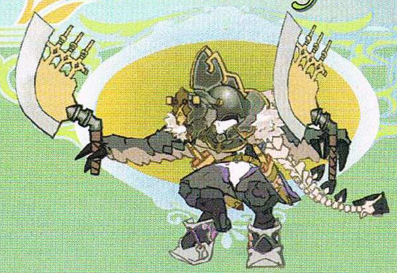

Entrance to Central Road North.

Return to the Moving Room, exit through the other door and climb back up the ladder Ⓖ. Cross the Moving Room's ceiling, go down the ladder Ⓛ, and bypass both sets of rubble across the water and head down the path to the right. Pass the first ladder Ⓙ and keep heading down. Take the ladder to the right Ⓚ and head up the path to reach the stone walkway, then follow it to find a door with a ladder leading into Central Road North.

Central Road North

Use the Save Point at the entrance to this section before continuing. Take a moment to load any Recovery Items into your Item Set and get ready to face the Killer Knight!

KILLER KNIGHT



LVL	14	ATK	93	DEF % VS LIGHT	50	EXP	4000
MAX HP	102,100	DEF	83	DEF % VS DARK	50	GOLD	50

Watch out for the tail!

White Swirl can hit multiple targets if they are within range. If only one target is within range, this move delivers multiple blows to that single target.

White Swirl
White Swirl.

With his large twin axes, the Killer Knight can hit multiple targets with his regular attacks. This makes him a bit more difficult than any other foes.

His Red Death attack is a sweeping strike that can hit multiple targets. Watch out for the Plow attack, as the Killer Knight whips his tail around and delivers a powerful smack to his target.

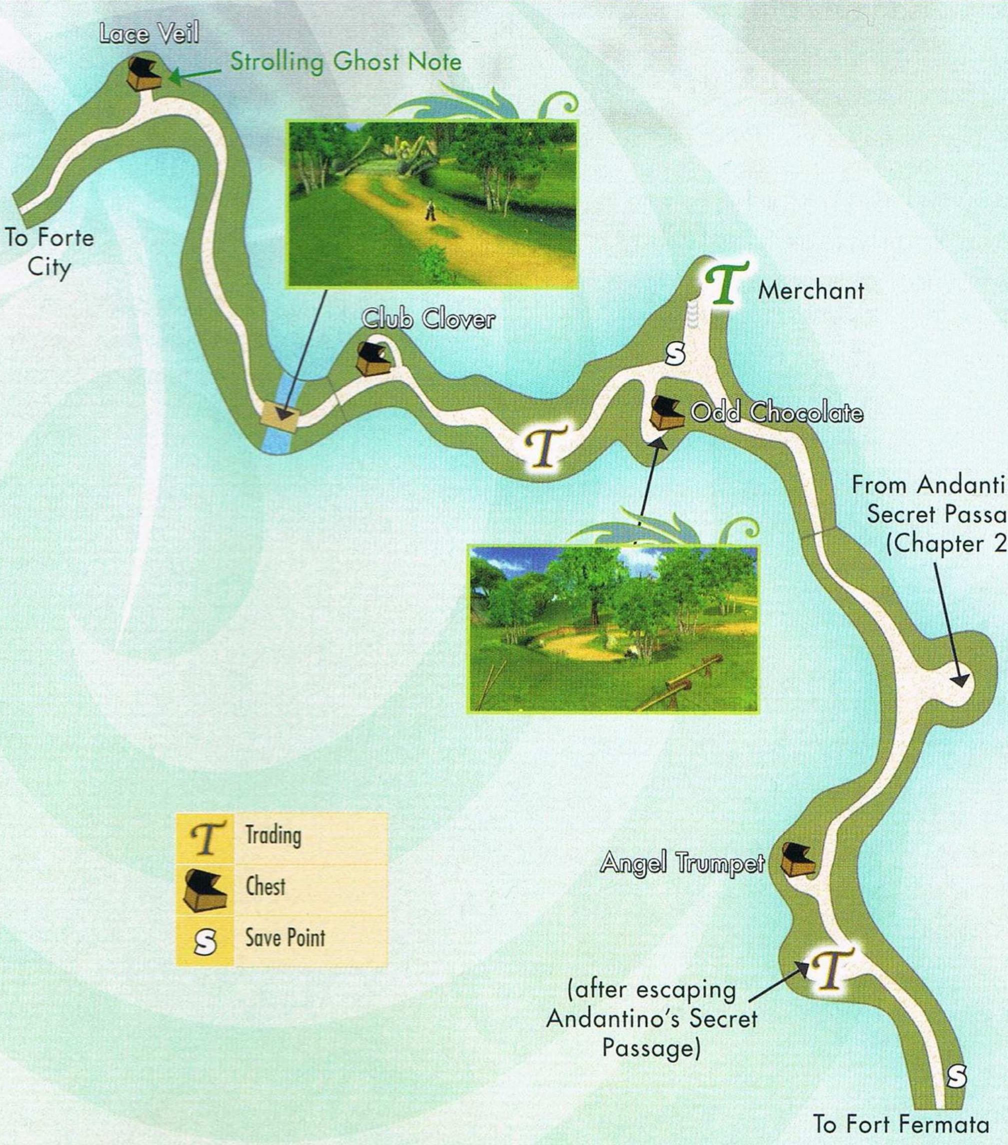
Take out the two Maledictors quickly before focusing on the Knight. Throughout the fight, be prepared to use Viola's Heal Arrow to keep your party's health topped off and don't hesitate to use recovery items.

The Killer Knight causes a lot of damage, but as long as you watch your party's health, it's possible to wear him down with special attacks. Don't forget to build up those Echoes! For defeating this boss, the party receives the **Fort Fermata Key** and a **Lace Veil**.

After the fight, search for the chest behind the boss. Open it up to acquire a second **Score Piece**! Hold onto the Fort Fermata Key for now; it unlocks the Locked Room in the fort and you need it later. The door behind the Killer Knight leads out of Fort Fermata. At this point, the party upgrades to Party Level 3.

Hanon Hills

	LIGHT	DARK
ALLEGRETTO	Sky Divider	Shadow Assault
POLKA	Orange Glow	Nether Wave
FREDERIC	Coup de Grace	Piu Grave
BEAT	N/A	N/A
VIOLA	N/A	N/A


Lace Veil
Strolling Ghost Note
To Forte City
Club Clover
Merchant
Odd Chocolate
From Andantino's Secret Passage (Chapter 2)
Angel Trumpet
(after escaping Andantino's Secret Passage)
To Fort Fermata
T Trading
Chest
S Save Point

ETERNAL GREEN

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
15	12590	97	81	100	0	280	17

Feather Burst

Eternal Green prepares Feather Burst!

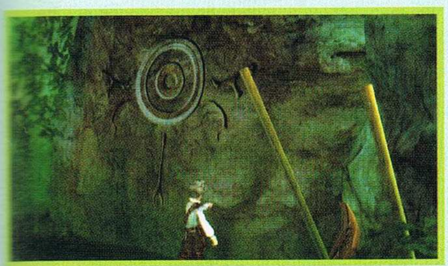
While Hanon Hills is home to many Earth Shakers, it is also home to a new creature called the Eternal Green. These foes have much in common with Angel Goats, but they are tougher and cause more damage.

South

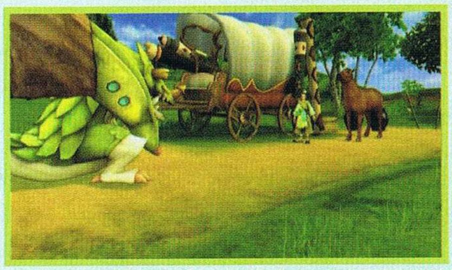
To Forte City.

The path through Hanon Hills is easy to follow, with only minor detours to pick up a few chests. Follow the main path to the second fork to the left. Defeat the Earth Shakers guarding the chest to obtain an **Angel Trumpet**, always a handy thing to have.

Return to the main path and follow it to a small open area in the path to the right and examine the strange rock. Return to the main path and continue through Hanon Hills.


Strange, a breeze is coming from here.

While following the path, you will notice that an Earth Shaker has an item merchant trapped on the road. Save him by defeating the foul creature!


That merchant needs your help!

Trading for Honey

Encore Only

Handed over Coupon

Return to the Item Merchant and trade your Coupon for some Honey. Later, this same merchant trades a Glass Ball for Odd Candy.

Look over the merchant's wares and upgrade any old items for new items like the **Coachman's Coat** and **Fancy Clothes**. Sell any photos here as well for a tidy profit. In addition, you can rest here to fully heal your party.

Don't Forget About Vivid Shot!

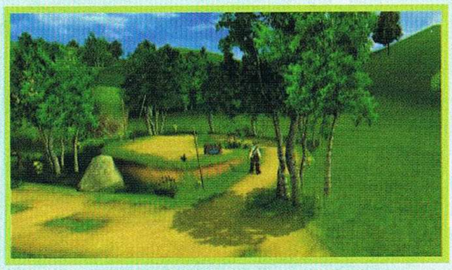
Even when you're using other characters during battle, it's a good idea to switch Beat into your party for a battle or two so that he can take some pictures!

After returning to the main path, take the next small branch to the left. Open the chest here to gain an **Odd Chocolate**. Return to the main path and head up the hill.

Sharing Your Goat's Milk

You've become quite the Trader! This weary traveler needs a drink. He trades his **Piggy Bank** for your party's **Goat's Milk**.

Although the road continues forward, notice the small offshoot to the right. Defeat the Eternal Greens here to reach the chest containing **Club Clover**.



North

Continue along the path to reach a stone bridge. Cross the bridge and travel onward. The party is almost to Forte City! Scour the area to the right for a chest (a **Lace Veil**), then follow the path to reach Forte City.

Strolling Ghost Note

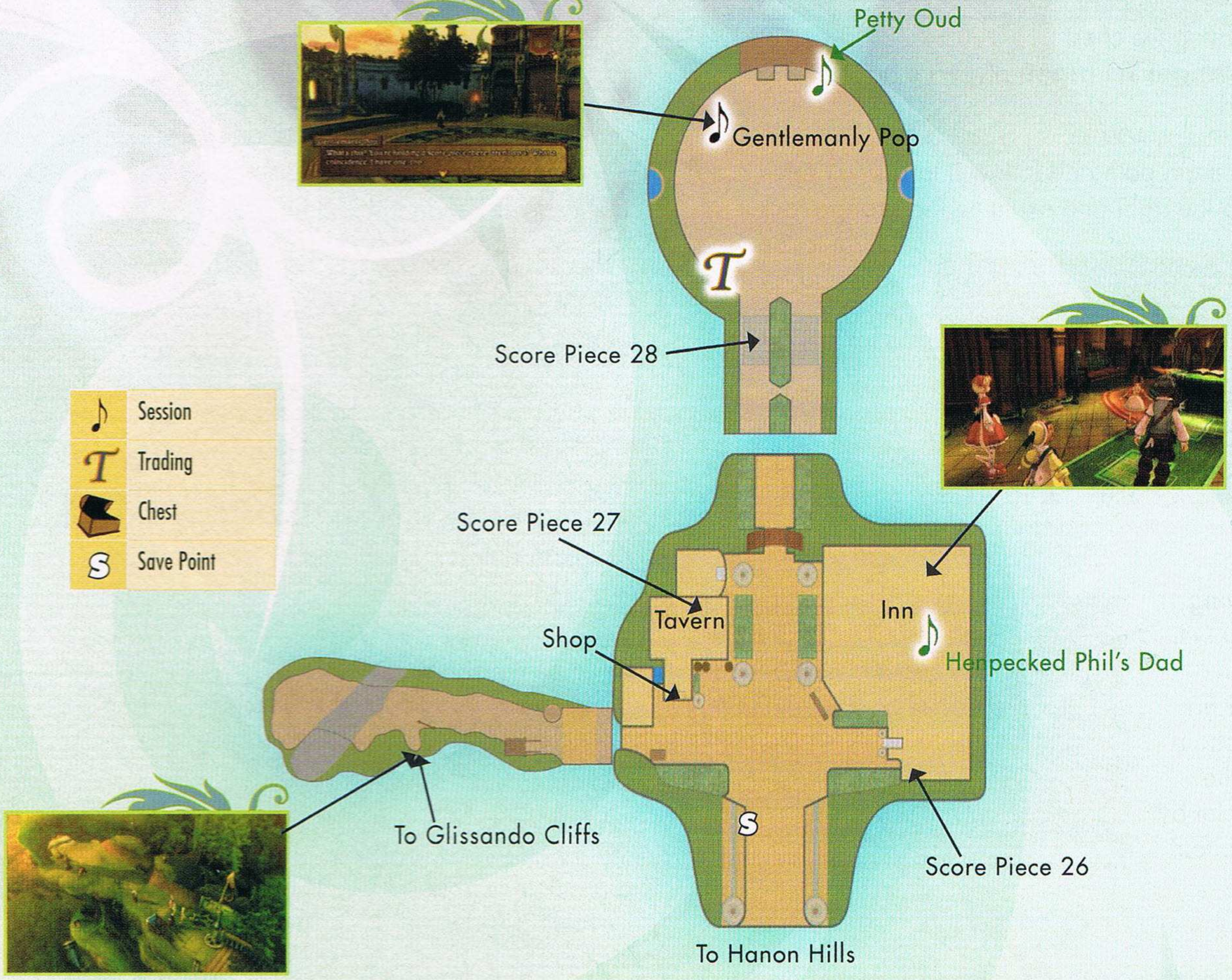
Encore Only

A short distance away from the road to Forte the party will encounter Strolling Ghost Note, who wants to perform a duet!

Forte City

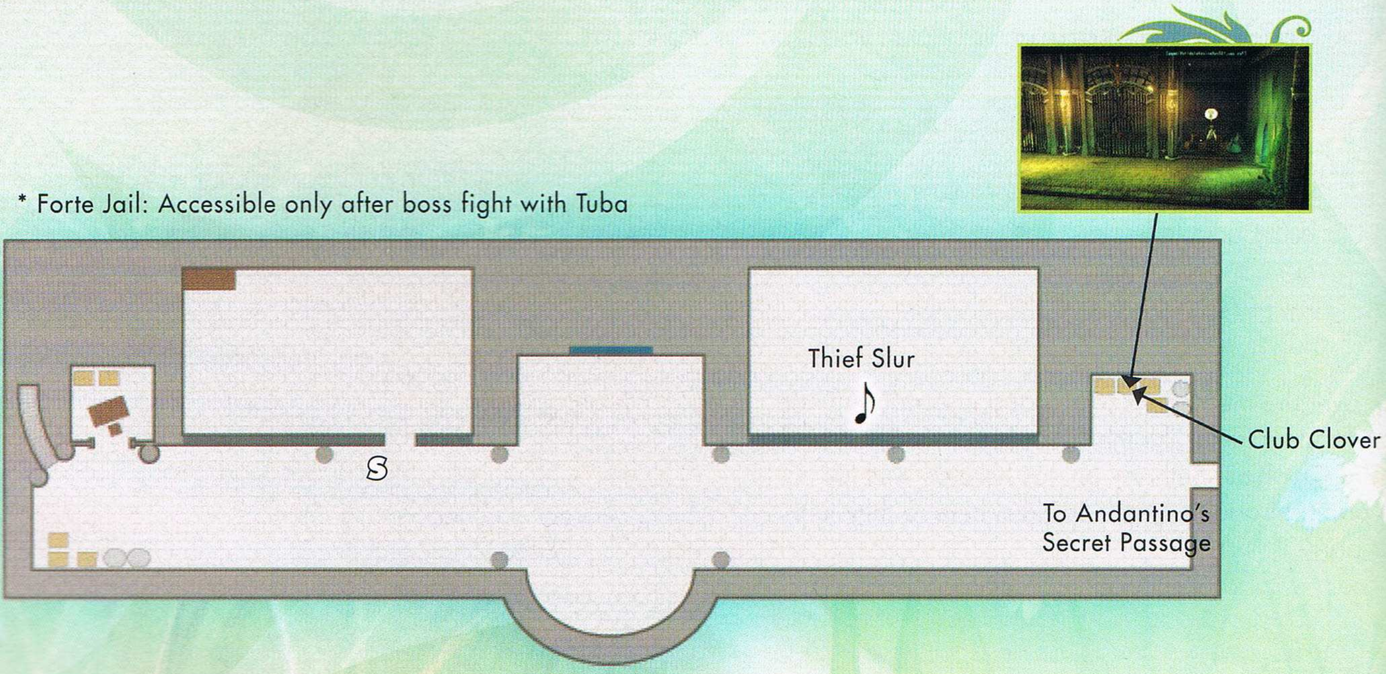
SCORE PIECE (ENCORE)

26,27,28


Petty Oud
Gentlemanly Pop
Score Piece 28
Score Piece 27
Tavern
Inn
Shop
Henpecked Phil's Dad
To Glissando Cliffs
Score Piece 26
To Hanon Hills

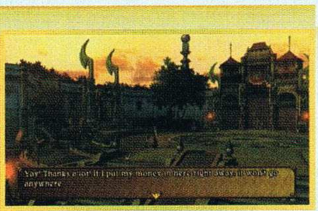
♪	Session
T	Trading
	Chest
S	Save Point

* Forte Jail: Accessible only after boss fight with Tuba


Thief Slur
Club Clover
To Andantino's Secret Passage

Upon first entering the city, notice the Save Point to the left. Head up past it, proceed through the town center, and go up the steps to reach the Castle Gate.

Speed Shoes



At the Castle Gate, locate the child in need of a place to store his money. Give him the **Piggy Bank** and he trades some **Speed Shoes** in return.

Gentlemanly Pop

Here's a chance to show off your musical talent! Use Score Piece 2 to perform with Gentlemanly Pop and try to achieve an A Rank for an **EZI Cracker**.

After you are done trading and performing, head back down into the main area of the city and enter the inn on the right.

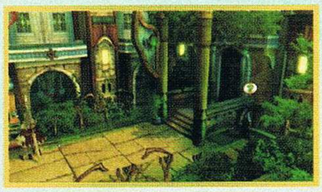
Here you meet Koto, who sends you off to find her friend, Phil. Phil has a habit of wandering off and he is going to be in big trouble if he doesn't get back soon!

It's Not Stealing If You Find It, Right?

Before leaving the inn to find Phil, search the area in the back corner near the safe to find 100G!

Score Piece 26!

Encore Only



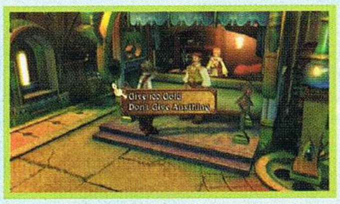
Search the area near the grate in the inn to find **Score Piece 26**!

Before you can look for Phil, you must get an idea of where he has gone. To do this, check with the townspeople to see if anyone has seen him.

Henpecked Phil's Dad

Encore Only

Visit the Inn, where Phil's Dad wants to perform!



Give this guy some money to make him move.

First, talk to the girl near the Save Point and approach the shop. Unfortunately, a Moocher is in the way so the shop is inaccessible. Give him the 100G he asks for to get him out of the way.

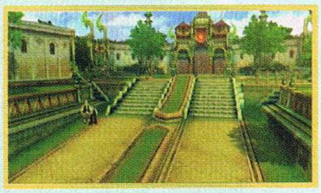
At the shop, upgrade Viola's armor to **Pair Jacket** and Allegretto's armor to **Full Plate** and purchase the **Walloon Sword** weapon for him. Upgrade Polka's and Beat's armor to **Tailored Clothes** and Beat's weapon to **Wolf's Fang**. Also, purchase an **Oak Barrel** for Frederic and a **Pair Jacket** to upgrade his armor.

Talk to the man in front of the castle gate. When you're finished, enter the Tavern and talk to the Proprietress. She says to talk to the Tipsy Old Man. He is located outside in the open space between the buildings, not far from the Save Point. Also, search the trash can to find a **Lead Slug**.

↳ im Taverne!

So Many Score Pieces, So Little Time.

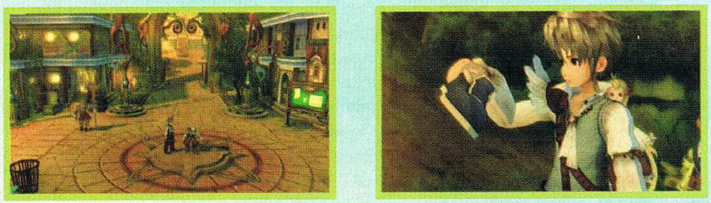
Encore Only



Go upstairs and check out the table furthest from the stairs to find **Score Piece 27**! Next, head toward the castle and locate the sick old man on the left. He refused Polka's help before, but this time he accepts. Talk to him again (only after talking to Granny in Baroque Ch. 4) to get **Score Piece 28**!

One of the guards near the castle, Petty Oud, wants play a session. If you have already visited Disappointed Note at the Cabasa Bridge, you can play Score Piece 32 to get a **Diamond Bracelet**!

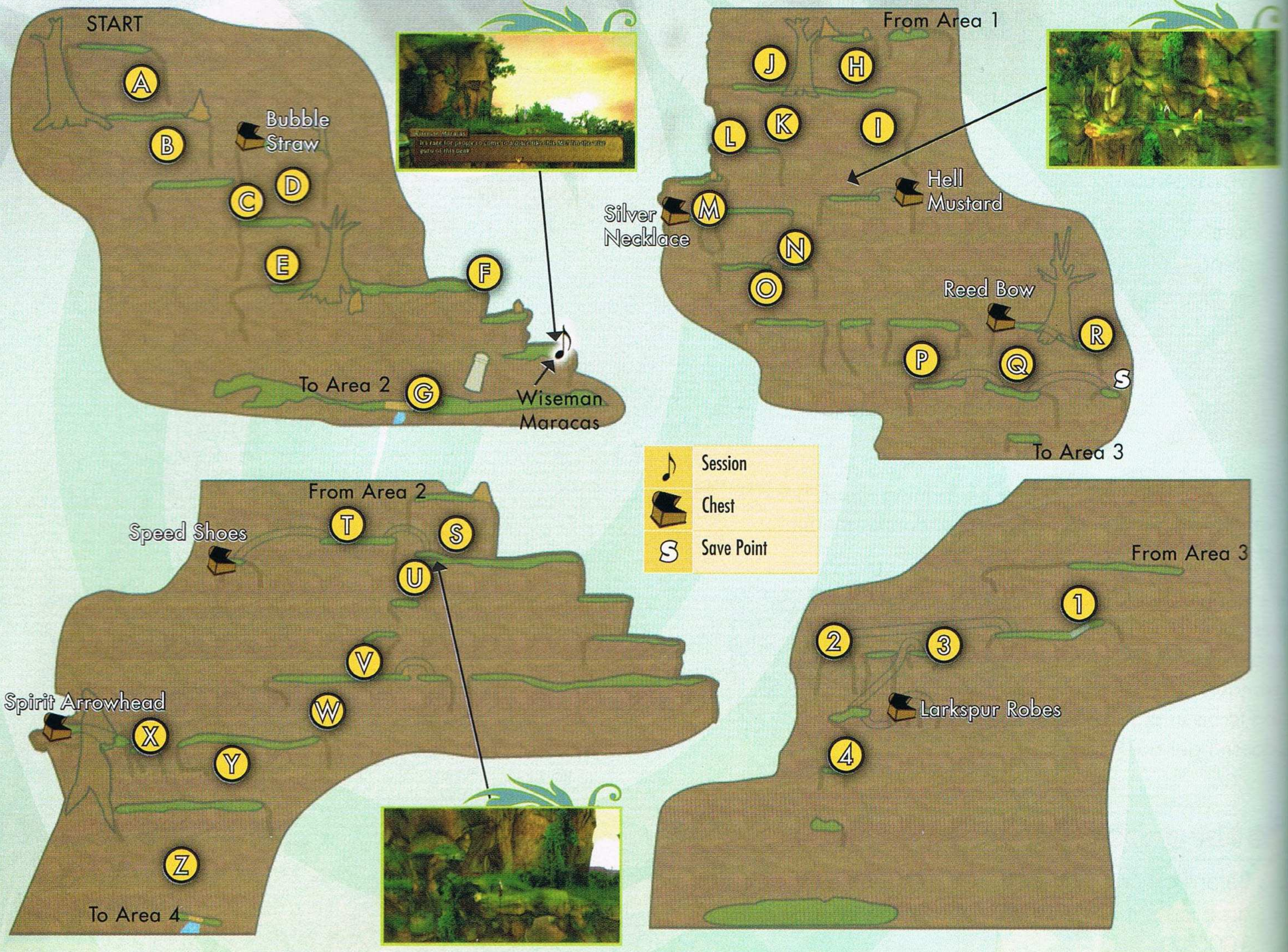
His recent trip to the Tavern has made the Tipsy Old Man quite talkative. Keep talking to him until he mentions that Phil ran toward the cliffs. Follow the path to the left to reach the Glissando Cliffs.



You are headed in the right direction!

Glissando Cliffs

ALLEGRETTO		**POLKA**		**FREDERIC**	
LIGHT	Sky Divider	LIGHT	Orange Glow	LIGHT	Coup de Grace
DARK	Shadow Assault	DARK	Nether Wave	DARK	Piu Grave
BEAT		**VIOLA**			
LIGHT	N/A	LIGHT	N/A		
DARK	N/A	DARK	N/A		


START
A
B
Bubble Straw
C
D
E
F
To Area 2
G
Wiseman Maracas
From Area 1
J
H
L
K
I
Hell Mustard
Silver Necklace
M
N
O
Reed Bow
R
P
Q
S
To Area 3
Session
Chest
S Save Point
From Area 2
Speed Shoes
T
S
U
V
W
Spirit Arrowhead
X
Y
Z
To Area 4
From Area 3
1
2
3
Larkspur Robes
4

SWEET WHISPER

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
16	9410	75	61	75	13	290	20

Side Dive.

These bat-like creatures perform a ranged attack called Night Flutter and a melee attack called Side Dive. Sweet Whispers also perform Supersonic, an area of effect melee attack. Another common move is Constant Shadow. This one causes damage and puts a ring of shadow around the target, so respond with some dark attacks. The Sweet Whispers also heal themselves with Tumble Down. Viola's arrows cause a ridiculous amount of damage to these foes.

CARAVAN CRAB

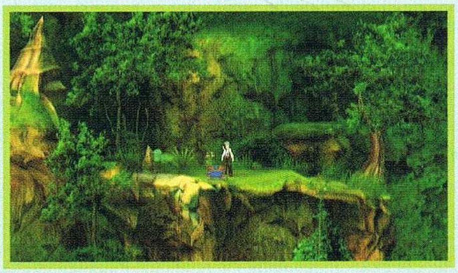
LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
17	12600	102	154	13	75	315	20

Watch out for the tail!

These cranky crustaceans don't like people climbing all over their cliffs! They can attack from range with Nutcracker or Pierce. They also like to use their tail to pump their prey full of poison with Poisonous and they can heal using Viva. When possible, drag these crabs back into the light. They are much easier to defeat as Sweet Whispers.

Constant Shadow

Not only does Constant Shadow force you to use your party's dark abilities, it also forces any Sweet Whispers nearby to morph into Caravan Crabs! Be careful, or you'll be fighting these tougher versions with little notice.



Collect the Bubble Straw inside!

Climb down the rope here to reach the Glissando Cliffs. Take a step to the right to reach the rope Ⓐ. Climb down and head to the next rope Ⓑ and take it down as well. Walk to the right-hand edge of that cliff until you see the exclamation mark, indicating that it is safe to jump down Ⓒ. Walk past the rope leading down and take the rope up Ⓓ to reach a chest containing **Bubble Straw**.

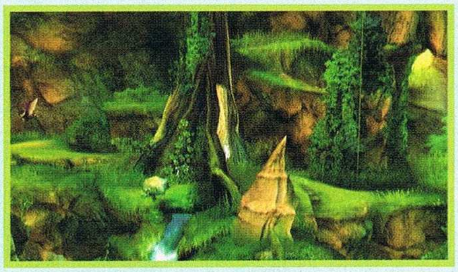
Climb back down the rope, head down the next rope Ⓔ, then follow the path to the right around the tree. Next, walk all the way to the right Ⓕ to jump down. Jump down once more to reach **Wiseman Maracas.** Jump down to the right and head left across the wooden bridge Ⓖ.

Wiseman Maracas

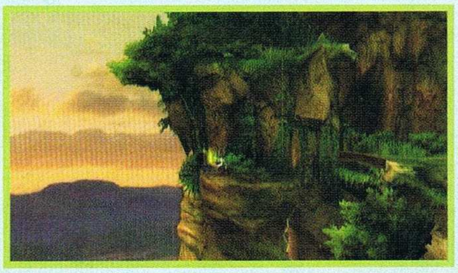
Encore Only

He may have not been too keen on your playing the first time around, but try using Score Piece 5 to earn an **EZI Certificate** for your A Rank on your second time through the game. **Score Piece 23** earns you a set of **Tailored Clothes** and a B Rank.

Area 2



Continue to the left (jumping across the gap) and climb down Ⓗ. Take the next rope down Ⓘ and travel through the cave entrance to the left of the rope to reach the chest (**Hell Mustard**) on the right. Climb back up the rope Ⓘ and go left through the hollow tree.



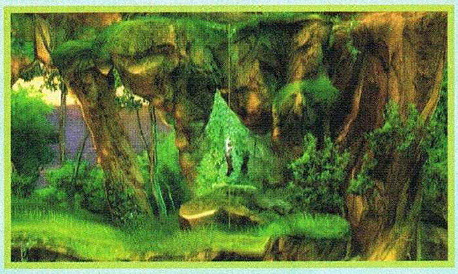
Silver Necklace.

Climb down the rope Ⓚ to reach the next cliff edge Ⓛ. Next, head to the left behind the rock and jump down to the ledge on the left. Climb down the rope Ⓜ to reach the chest containing a **Silver Necklace**.

Climb up the rope and jump down to the ledge to the right and take the rope down Ⓝ. Enter the cave on the right. Take the rope Ⓞ down, go to the right, and jump the gap. Jump again to cross the next gap to the right and head down the rope Ⓟ.

Head to the right, jump down, and take the rope Ⓠ up to reach a chest containing a **Reed Bow**. Walk to the right and jump off the ledge Ⓡ to reach the Save Point and a rope leading down to Area 3.

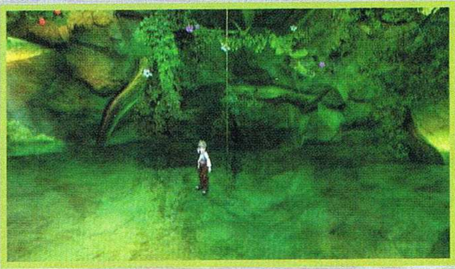
Area 3



Jump to the left and head through the caves Ⓣ to reach a chest at the end with **Speed Shoes**. Head back to the right to find a rope going up Ⓢ. Instead of using the rope, locate the small path to the left Ⓤ. Jump down two ledges to the left, take the rope down Ⓦ, and continue left.

At the next rope Ⓨ, climb down and go left. Next, perform three consecutive jumps to reach the large tree growing out of the cliff. Search for a hidden chest in the bushes behind the tree to obtain a **Spirit Arrowhead**. Retrace your steps back to the rope leading down Ⓩ, which leads to Area 4.

Area 4

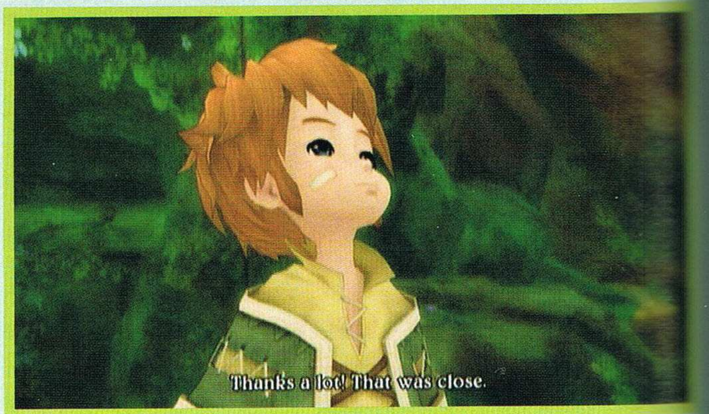


Climb down ① and walk left behind the large rock wall to emerge on a ledge on the far left ②. Head back right in front of the rock wall, then jump across the gaps in the rock to reach a cave ③. Go down through the cave to reach a chest containing a **Larkspur Robe**.

After opening the chest, head back to the left (where you first emerged from the cave) and go down the rope. Take the next rope down to reach another small ledge, then go down again to reach the bottom of the cliffs ④.

Congratulations! You have finally found Phil! After this tenuous journey, the party is thankfully back at the top of the cliffs so it's time to return to town. Climb down the cliff a second time and inspect the tree Phil was in to receive a **~~Celestial Hourglass~~**. Sternenuhr.

Encore only!



Thanks a lot! That was close.

orte City

LLEGRETTO

LIGHT	Sky Divider
DARK	Shadow Assault

POLKA

LIGHT	Orange Glow
DARK	Nether Wave

LIGHT	Heal Arrow
DARK	Bone Crumble

LIGHT	N/A
DARK	N/A

FREDERIC

LIGHT	N/A
DARK	N/A

"Oh you'll see him all right! From your cell!"

After the party receives Phil's thanks, take this opportunity to rest your party. A tough battle is coming up and your party needs to be at full strength to survive. Head up to the Castle Gates to battle Tuba and his gang of soldiers! Note that if Beat is in your main party, he will be replaced

TUBA

LVL	16	ATK	149	DEF % VS LIGHT	50	EXP	7500
MAX HP	132,530	DEF	101	DEF % VS DARK	50	GOLD	0

emonic Embrace.

Watch out for Tuba's Mega Mash, a multi-hit melee attack that causes lots of damage. Things aren't even safe from a distance, as his Demonic Embrace is a devastating ranged attack.

When performing Gigantic Slam, Tuba jumps into the air and lands with such force that he knocks down and damages all characters within range.

Gigantic Slam!

Make sure your party is at full health and load some recovery items into your Item Set before approaching the castle. Tuba has a lot of HP and the battle isn't short. Build up your party's Echoes to cause damage and for use with Viola's Heal Arrow to keep your party in good health.

Even though, or perhaps because, you humiliated him in front of his troops, Tuba throws the party into the dungeon where you meet Salsa.

orte Dungeon

At last, the party finds March's sister, Salsa. Allegretto breaks the group out of the dungeon using the special *ahem* skills he picked up on the streets of Ritardando.

Thief Slur

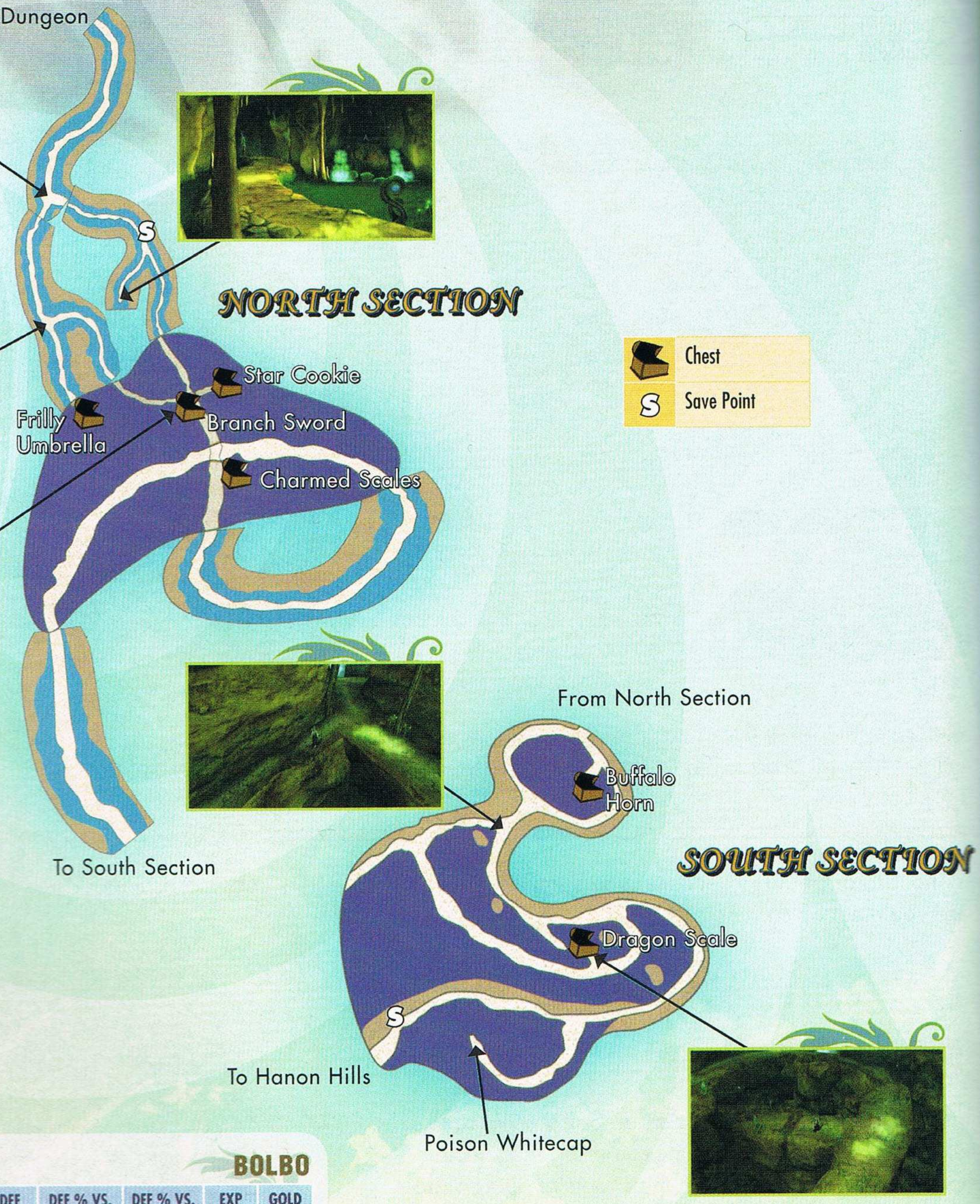
Encore Only

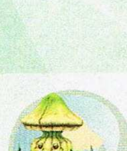
During your Encore performance, head to the right to perform with Thief Slur. Score Piece 18 earns you an A Rank and an **Emerald Bracelet**! You can also earn a B Rank and a **Copper Necklace** from quite a few Score Pieces.

Continue to the right and search the boxes to find a hidden **Club Clover**. After picking it up, the party is ready to move onward.

Andantino's Secret Passage

ALLEGRETTO 	**LIGHT**	Sky Divider
	DARK	Shadow Assault
SALSA 	**LIGHT**	Grand Slam
	DARK	Shadow Silhouette
VIOLA 	**LIGHT**	Heal Arrow
	DARK	Bone Crumble
BEAT 	**LIGHT**	N/A
	DARK	N/A
FREDERIC 	**LIGHT**	N/A
	DARK	N/A
POLKA 	**LIGHT**	N/A
	DARK	N/A


From Dungeon
S
NORTH SECTION
Star Cookie
Frilly Umbrella
Branch Sword
Charmed Scales
To South Section
Chest
S Save Point
From North Section
Buffalo Horn
SOUTH SECTION
Dragon Scale
S
To Hanon Hills
Poison Whitecap



BOLBO

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
18	17440	108	30	50	50	340	13

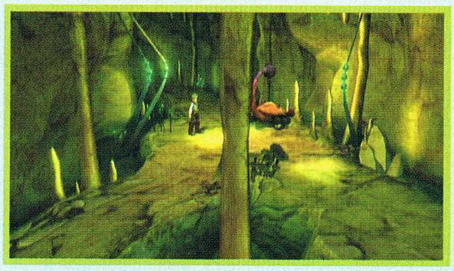
Salsa
Allegretto
Polka
Ten Lashes

In addition to the Caravan Crabs and Sweet Whispers, this secret passage is also home to a creature that resembles a cross between a mushroom and an octopus, the Bolbo. These foes enjoy putting their tentacles to use by delivering their Ten Lashes, a multi-shot melee attack.

North Section 1

Travel down the path, making short work of the creatures that appear along the path. At the forked path, take the trail that leads to the right.

North Section 2



Follow the path to the Save Point, which is a short distance down the path. Once again, the path forks to the left and right.

Salsa

4199/
Allegretto
3754/
Polka
4491/
Floral Powder
Shadow Silhouette
Guard
Attack

Include Salsa in your party to get acclimated to her moves. Her Shadow Silhouette robs her target of energy and increases her attack power and all allies within 20 meters!

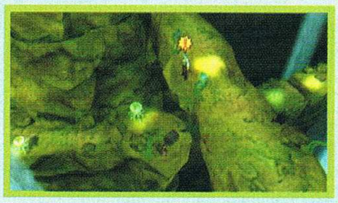
Take the left path until it dead ends onto a scenic view of the underground river. There are no chests in the area, but take some time to fight the various monsters to gain some experience for your party members. Retrace your steps and take the right-hand fork and follow the path to the next section of the passage.

Cave North

3677/
Allegretto
6076/
Polka
4538/
Floral Powder
Shadow Silhouette
Guard
Attack

Head down the walkway, which is littered with Caravan Crabs. Even with their tough shells and poisonous tails, they are no match for your party! Although there is a place to jump down, don't do it yet; instead, keep following the path.

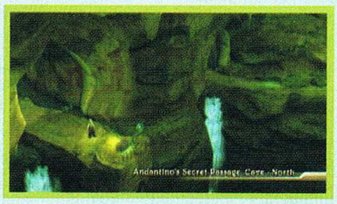
Save your game at the Save Point and follow the path up and back around. Continue to travel along the path as it loops back until you see the next place to jump down to a chest. Plunder the chest of its contents to obtain **Charmed Scales**.



The Branch Sword.

Jump down again and head up the path to reach another patch of light, marking a chest location. Jump down and open the chest containing the **Branch Sword**.

Jump down from here and head to the right to reach another chest containing a **Star Cookie**. Head back left to encounter some Bolbos. Keep going left into Cave North. Upon entering this section of the passage, head up and dispose of any creatures in the way.

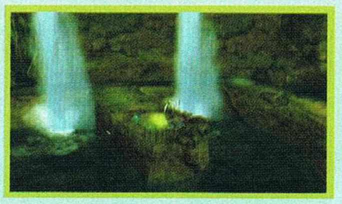


This chest contains a nice upgrade for Polka!

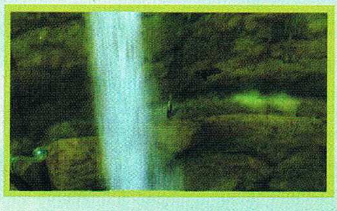
The path eventually reaches a T intersection. Take the path downward, which leads to a chest containing the **Frilly Umbrella**.

Retrace your steps back up the path to the T intersection. Instead of going right, though, keep walking up. When you reach the next room, you are back near the beginning. Now take the exact same path you took at the beginning, heading back right at the intersection. Follow this path, but this time don't jump down anywhere; instead, stay on the path. Head past the point where you jumped down before and keep going left, passing through Cavern South to find Andantino's Secret Passage: South Section.

South Section



Travel to the right to reach a short path leading to a chest containing a **Buffalo Horn**. Return to the main path and head down around the room and make a left at the intersection when the path branches.



At the next intersection, go to the right and follow it to a small path to the left. Open the chest to obtain a **Dragon Scale**. Head up the path and take a right to head behind the waterfall.

The path goes around and down, passing through a lot of creatures. Fight them all for the experience. At the end of this path, there is a **Poison Whitecap** growing near the edge of the path. Head back to the main path and follow it to reach the exit.

Hanon Hills

ALLEGRETTO	LIGHT	Sky Divider
	DARK	Shadow Assault
SALSA	LIGHT	Grand Slam
	DARK	Shadow Silhouette
BEAT	LIGHT	N/A
	DARK	N/A
FREDERIC	LIGHT	N/A
	DARK	N/A
POLKA	LIGHT	N/A
	DARK	N/A
VIOLA	LIGHT	Heal Arrow
	DARK	Bone Crumble

Follow the path through Hanon Hills and Fort Fermata to reach the Cabasa Bridge.

After trading, continue along the road to Fort Fermata. At the fort, open the door directly below the Save Point using the **Fort Fermata Key** to reach the Cabasa Bridge.

Help a Weary Traveler!

Soon after entering Hanon Hills, locate the tired man sitting close to the road. He has been traveling so much that his shoes have worn out! Trade him some **Speed Shoes** and he hands over a **Fruit Basket** in exchange.

Cabasa Bridge

SCORE PIECE (ENCORE)

32

ALLEGRETTO	LIGHT	Sky Divider
	DARK	Shadow Assault
BEAT	LIGHT	Fire Blast
	DARK	Rapid Shooter
SALSA	LIGHT	Grand Slam
	DARK	Shadow Silhouette
FREDERIC	LIGHT	N/A
	DARK	N/A
VIOLA	LIGHT	N/A
	DARK	N/A
POLKA	LIGHT	N/A
	DARK	N/A

Upon reaching the bridge, Tuba catches up with the party. Beat is so enthused about the chance to get revenge that he fights in this battle, even if he's not currently in your party.

"Hey, that's him! That's the guy who locked us away in the dungeon!"

TUBA

LVL	19	ATK	184	DEF % VS LIGHT	50	EXP	10000
MAX HP	178,410	DEF	121	DEF % VS DARK	50	GOLD	100

He may be even angrier, but Tuba is still no match for your party. Build up your Echoes and hit him with the most powerful strikes possible. Be ready to use recovery items, if you don't have a healer in your party.

For defeating Tuba, the party receives the **Crescent Blade**. Sore loser that he is, Tuba breaks the bridge, which dumps the party into the Fusion River.

Disappointed Note

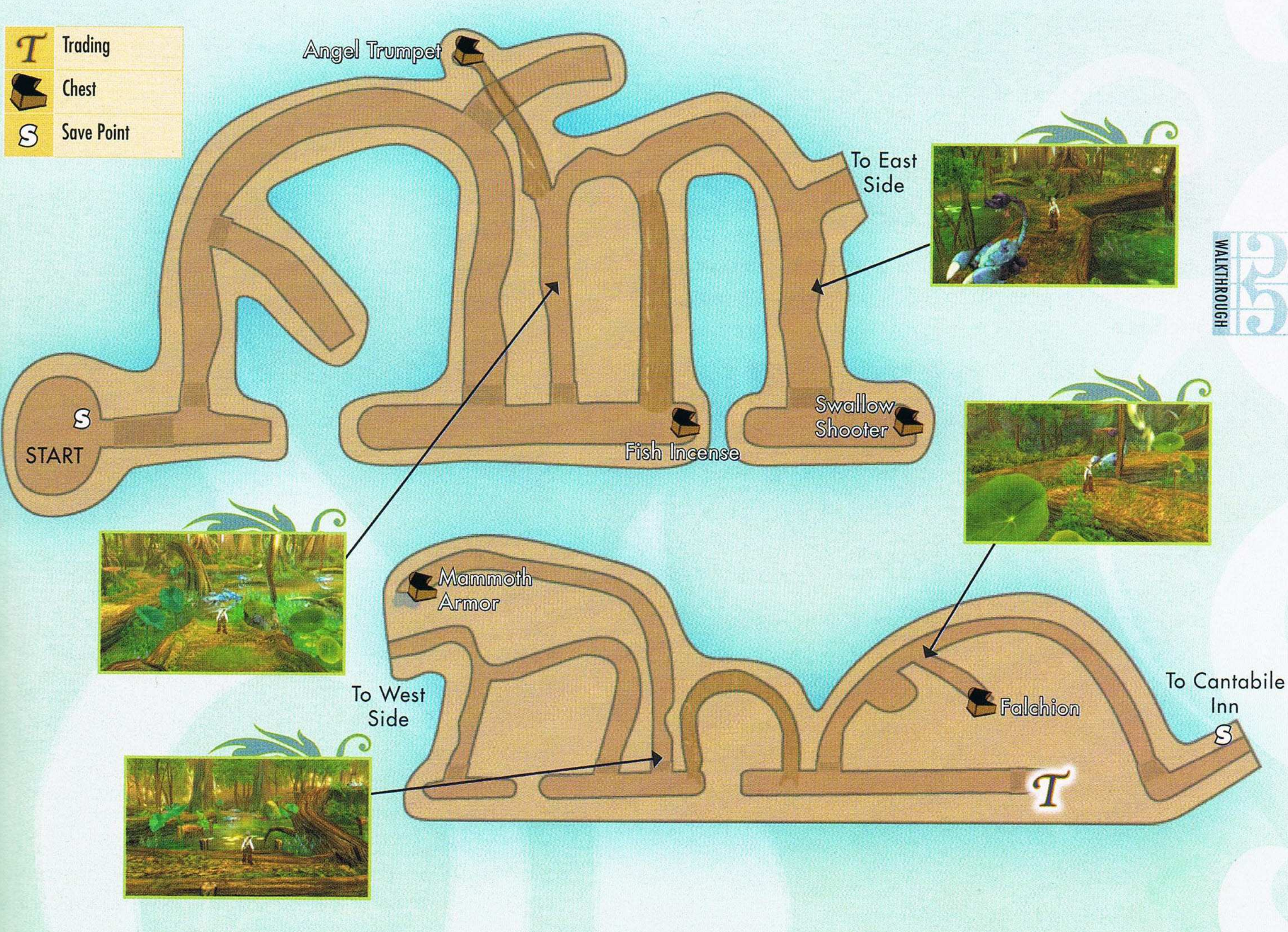
Encore Only

Play Score Piece 19 with this musician to earn **Score Piece 32**, the last in your collection!

Adagio Swamp

JAZZ	**LIGHT**	Heat Blade
	DARK	Magma Pillar
FALSETTO	**LIGHT**	Snow Claw
	DARK	Willow Strike
CLAVES	**LIGHT**	Unicorn Horn
	DARK	Eagle Wing
ALLEGRETTO	**LIGHT**	N/A
	DARK	N/A
VIOLA	**LIGHT**	N/A
	DARK	N/A

SCORE PIECE 3


T Trading
Chest
S Save Point
Angel Trumpet
To East Side
S
START
Fish Incense
Swallow Shooter
Mammoth Armor
To West Side
Falchion
To Cantabile Inn
S
T

BLUE GIL

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
19	14280	115	95	75	13	460	20

Bottom Drop.

These fish are tough foes! Their Deep Shadow move is a single target ranged attack, while their Bottom Drop hits multiple party members!

Their Great Revolution is a multi-hit attack with a knock-back effect. Blue Gils also spray their targets with their repugnant fish breath by using a Stagnant Spray attack! When these foes hit the shadows, they turn into Rare Metal Pickers!

RARE METAL PICKER

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
20	18510	145	184	13	75	575	20

Channel Divider.

Much like the Caravan Crabs, these Rare Metal Pickers can inflict poison with their tail. They can also perform a powerful ranged attack called Channel Divider. These foes are also capable of healing with Viva.

Welcome to Adagio Swamp.

Your party gets separated after falling from the bridge. The party now consists of Allegretto, Viola, Jazz, Falsetto, and Claves.

Take the left path and fight past the Blue Gil and Rare Metal Pickers. This path heads to the right and down, past the steps. Continue down until the path ends, then go to the right as far as possible to reach a chest containing **Fish Incense**.

Now head back up the middle path across the branch to the chest containing an **Angel Trumpet**. Retrace your steps back down the branch, then head right and follow the path as it curves down.

When the path branches down and to the right, continue as far as possible to reach a chest with **Swallow Shooter**, an upgrade for Viola's bow. Head back up to the intersection and take the right fork, which leads to the East Side.

Be Ready to Fight!

While in some areas it's possible to bypass some monsters, the foes tend to block paths in Adagio Swamp. Make sure that your party is healed after each battle before moving onward. Use any healing items you may need and switch out party members if necessary.

The Dry Fish

You can't help the dry fish yet, but once you visit the next area you will get an item that lets you help the poor thing. Remember where this fish is located and return when the time is right.

East Side

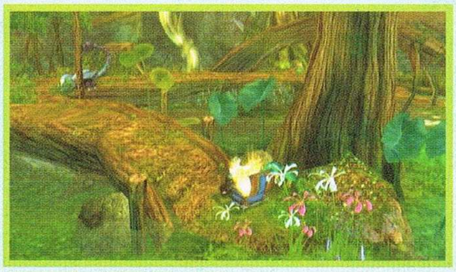
Acquired Mammoth Armor

Open the chest to receive Mammoth Armor!

Follow the path to the junction and continue to the right (the path eventually leads down). Go down the steps and proceed to the right to reach two posts marking a short walkway leading down into the water. Follow this water channel up and around to the left and look for a chest at the end containing **Mammoth Armor**.

Retrace your steps back to the main path, continue to the right and climb up the tree bridge. The tree bridge leads around to the right and down. Take the first path to the right and follow it into the shallow water.

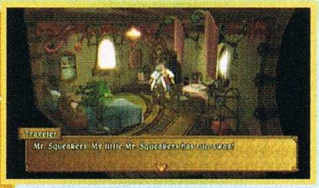
After emerging from the water, the path branches. Take the short path to the right to reach a chest containing the **Falchion**.


Upgrade Jazz's sword!

Now follow the path up to reach more creatures intent on impeding your process until you reach the paved path.

Mr. Squeakers!

Oh no! This traveler has lost his pet mouse, Mr. Squeakers. What he really needs is something to help catch him and keep him. Looks like that **Fruit Basket** might come in handy! After catching the wayward rodent, the Traveler hands over a **Winder** in exchange for the Fruit Basket.


Traveler
Mr. Squeakers! My little Mr. Squeakers has run away!

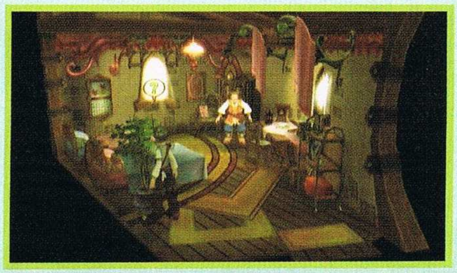
Sister Loving Trumpet and Tenacious Cornet

Encore Only

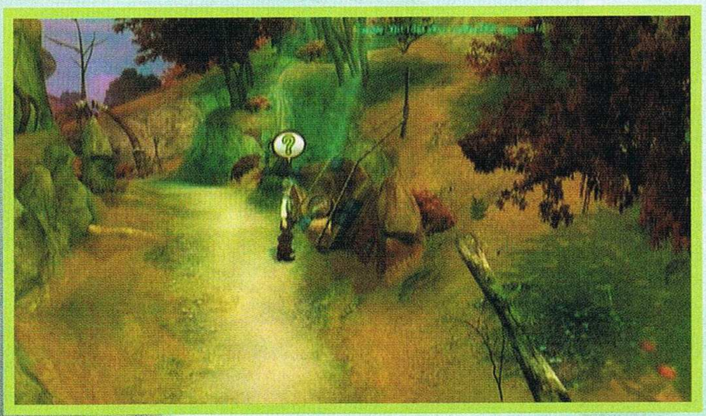
Although Mr. Squeakers is no longer here, the Inn now houses two more guests. Make them both feel welcome by agreeing to perform with each of them.

Cantabile Inn

While resting in the Cantabile Inn, search the guest room on the right to acquire a **Meat Hook**.


Falsetto can't wait to get her hands on this!

Step out of the inn and locate the wheelbarrow. Search it to find **45G**! At the water, take the path to the left to head toward Woodblock Groves. Remember to check out the boat lying on the side of the path, as the third **Score Piece** is hidden in it!


Score Piece 3!

Woodblock Groves

JAZZ	**LIGHT**	Heat Blade
	DARK	Magma Pillar
FALSETTO	**LIGHT**	Snow Claw
	DARK	Night Fist
CLAVES	**LIGHT**	Unicorn Horn
	DARK	Eagle Wing
ALLEGRETTO	**LIGHT**	N/A
	DARK	N/A
VIOLA	**LIGHT**	N/A
	DARK	N/A

SCORE PIECE 4

MUSHROOM UP

LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
21	20480	140	36	50	50	640	18

One Hundred Lashes

Similar to the Bolbos, Mushroom Ups use their tentacles to attack. The Mushroom Up's favorite move is One Hundred Lashes, a multi-hit melee attack. This move, along with their Entangle and Poison Scatter, makes them formidable foes.

BLOODY ONION

LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
21	28490	146	176	75	13	680	25

These walking vegetables continually heal each other with Murmur.

These ponderous creatures like nothing more than to unleash a great Onion Burp. Their breath is so rank that it hits with physical force, causing damage.

These foes also attack with Burning Onion and Onion Fall. Both moves pelt their targets with chunks of onions. Lastly, Bloody Onions play their final note—they turn into Leaf Eggs in the shade!

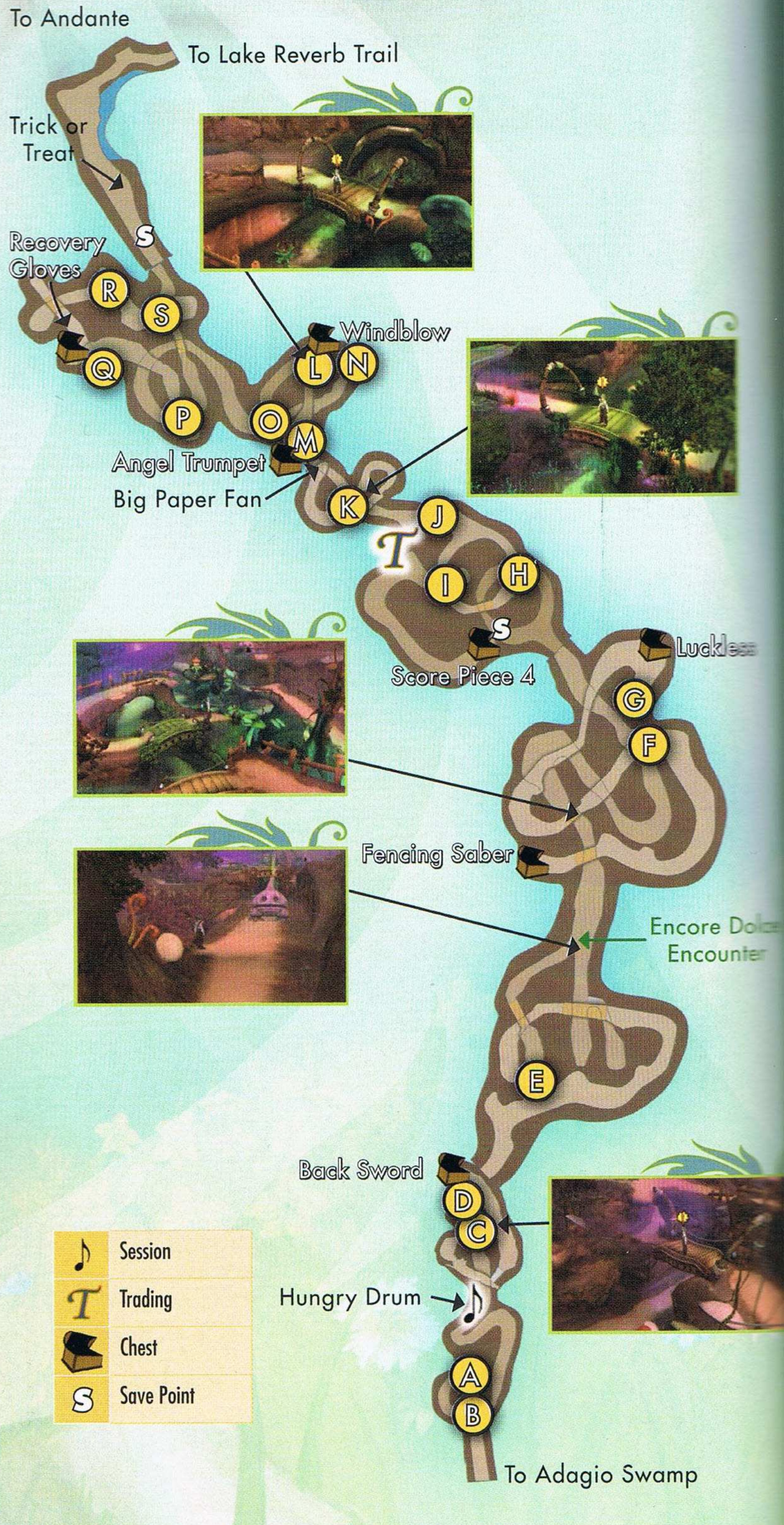
LEAF EGG

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
21	17810	115	94	13	75	700	12

The Leaf Egg's Zanoska move is a whirling dervish of damage.

Although Leaf Eggs are much smaller than Bloody Onions, don't let their size fool you into thinking they are harmless!

Both Zanoska and Tour are multi-hit attacks that hit your party hard. These creatures can also heal, which adds to their difficulty.


To Andante
To Lake Reverb Trail
Trick or Treat
S
Recovery Gloves
R
S
Q
P
O
M
L
N
Windblow
Angel Trumpet
Big Paper Fan
K
J
T
I
H
S
Score Piece 4
Luckl
G
F
Fencing Saber
Encore Dol
Encounte
E
Back Sword
D
C
Hungry Drum
A
B
To Adagio Swamp

♪	Session
T	Trading
▨	Chest
S	Save Point

South

Voodblock Groves is a toxic lace and your party becomes oisoned immediately! he toxicity isn't enough to nnihilate your party, but it an be annoying in battle. ollow the path up until you reach a spot to jump down Ⓐ.

ollow the path up and across the bridge Ⓑ. The path eads down into battle with more Mushroom Up foes!

Hungry Drum

Hungry Drum
Hey would you mind keeping me company while I take a breather?

Hungry Drum wants to perform a session! Use Score Piece 1 to earn an S Rank and receive a **Brilliant Brooch**.

ontinue along the path. At the wooden bridge Ⓒ, jump own and follow the path around and up the fallen tree ridge to reach a chest containing a **Back Sword**. Jump f the ledge Ⓓ and head up the path to Woodblock roves: South Center.

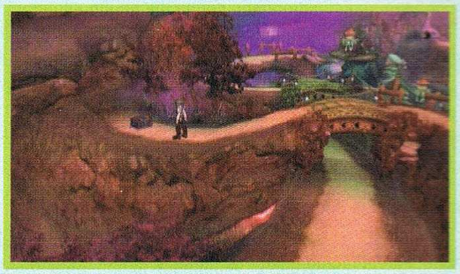
outh Center

The path here provides several opportunities to jump down, but they all lead to the same place. Choose the second option Ⓔ since it is the most direct route. Proceed up to reach an intersection.

Dolce's Last Stand

Encore Only

Enter **3214** into the device next to the road to fight Dolce for the final time! She and her crew have proven to be tough adversaries but, in the end, they give up the loot! The party receives **Wilderness** and **Seven Stars**.



The Fencing Saber is a good weapon for Claves.

Follow the path up and it loops around to another jump point Ⓕ. Take it and pass the two jump points to reach a chest containing **Fencing Saber**.

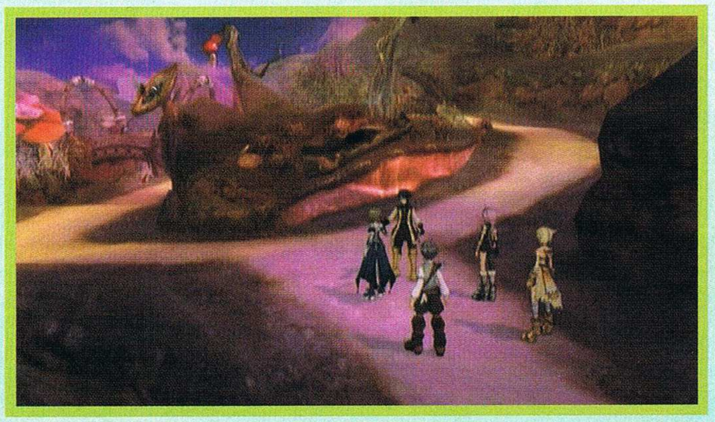
Falsetto 6329/6458
Jazz 8010/
Claves 5805/5923
Heat Blade
Heat Blade
Guard
Attack
Floral Powder

Heat Blade cooks up these onions!

Head back the way you came and continue past the jump off point Ⓕ. Follow this path, ignoring all jump off points. Toward the end of the path, there is a Bloody Onion guarding another chest containing **Luckless**. Look for another jump off point Ⓖ next to the chest. Jump down and follow the path up to reach the next section of the Grove.

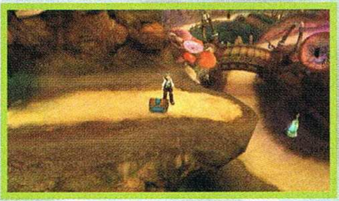
North Center

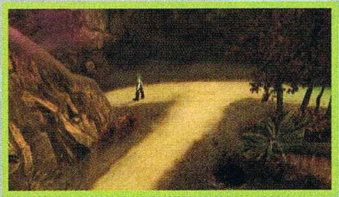
Save your game at the Save Point, then travel down the path to the right and up to point Ⓗ.This path leads across the small wooden bridge, which is another jump off spot Ⓘ, but don't jump.



WALKTHROUGH
Chapter 1: Raindrops
Chapter 2: Revolution
Chapter 3: Fantaisie-Impromptu
Chapter 4: Grande Valse Brillante
Chapter 5: Nocturne
Chapter 6: Tristesse
Chapter 7: Heroic
Chapter 8: Mysterious Unison

Head up the lone path to reach the next **Score Piece**! Jump down to the Save Point you can see to the right and head up and back around to where you jumped off before Ⓗ, cross the bridge and the mushrooms, making a left at the intersection.





Score Piece 4!

What's It Going To Do With That?

The Bloody Onion wants your **Winder**. After handing it over, the monster moves, leaving behind an **Empty Vase**.

Before resuming the journey through Woodblock Groves, it's time to return to the Adagio Swamp to reach the dry fish there. After reaching the Blue Gil, use the empty vase to splash some water on it to make it swim away, leaving behind a **Power Ring**! Proceed back through Woodblock Groves to locate the point where you traded with the Bloody Onion and then continue.

Keep heading left to find a small bridge Ⓚ, jump down, and follow the path around to reach a chest containing a **Big Paper Fan**. Jump down and head up the path to reach Woodblock Groves: North.

North

This bow makes Viola's already powerful attacks even more powerful!

Follow the path up and to the right to a wooden bridge Ⓛ. Jump off and cross back underneath the bridge and open the chest hidden in the back to obtain a **Windblow**.

Follow the path to the left, then cross the small mushroom bridge to reach another chest containing an **Angel Trumpet**. Jump off the mushroom bridge Ⓜ and follow the path up and around, crossing the wooden bridge Ⓛ. Finally, jump off the archway Ⓝ and head down.

Continue past the jump off point and travel across the bridge Ⓞ. The path leads up, underneath a wooden bridge, and crosses underneath a mushroom bridge and over another wooden bridge.

Equip Recovery Gloves on a character who takes a lot of damage!

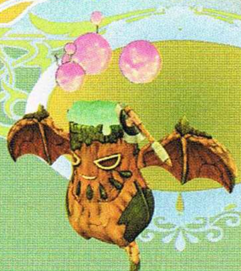
At the wooden bridge Ⓟ, jump down and head across the two mushroom bridges to find a chest with **Recovery Gloves** inside. This chest is difficult to see because of the dark foliage surrounding it.

After pilfering the chest, jump down Ⓠ and head up the path to find another wooden bridge. Jump off it and head up and to the right to find a jump off spot Ⓡ. Follow the path to the right to another jump point Ⓢ.

You are ready to take on anything!

Jump down to the ledge and jump down again. Follow the path underneath the rock wall to locate a Save Point.

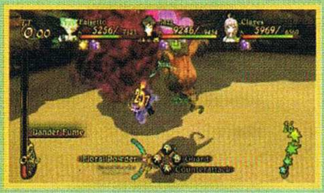
TRICK OR TREAT



LVL	22	ATK	221	DEF % VS LIGHT	50	EXP	15000
MAX HP	225,730	DEF	105	DEF % VS DARK	50	GOLD	200

This Trick or Treat is possibly the strangest creature in the game thus far! Defeat the two Mushroom Ups first before focusing on the boss. There is a chance that the boss will use Heaven's Assist to resurrect these allies once they fall, but taking them out buys some time to concentrate on Trick or Treat.

One of the boss's most common moves is Dander Fume. It dances around the target, spewing a cloud of dander all around.



Dander Fume.

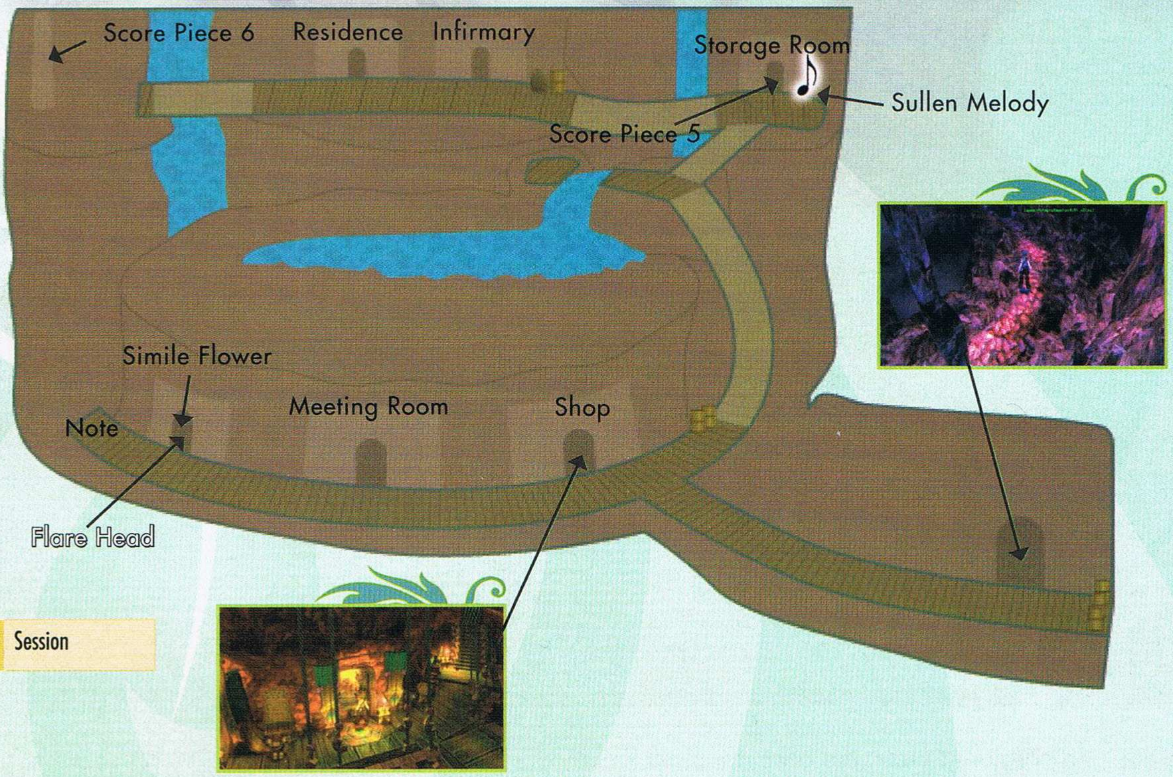
Mushroom Party
Floral Powder
Guard
Counterattack

The boss also uses Inevitable Punishment to teleport across the battle field and attacks its target before instantaneously returning to its former position. This means that moving your party away from it won't do any good. Trick or Treat also launches its Mushroom Party, causing fungus to rain down on the party from above, causing damage to a large area.

Build up your Echoes to culminate in devastating special attacks. Also, utilize Claves' Unicorn Horn ability to keep the other members of the party at full health. Finally, make liberal use of Recovery Items.

After putting this odd creature to rest, the party receives **Recovery Gloves**. Continue up the path and into the cave to reach the underground rebel city.

Andante


Score Piece 6
Residence
Infirmary
Storage Room
Sullen Melody
Score Piece 5
Simile Flower
Meeting Room
Shop
Note
Flare Head

♪ Session

Enter to reach Andante

Score Piece 5!

It's important to note that jazz and Claves both leave the party at this point in the game. Once inside Andante, visit the Infirmary through the second doorway on the right to replenish your party's HP. Continue to the right to reach the Store Room. Search the area behind the cart (on the shelf in front of the girl) to find another **Score Piece**!

Encore Only

Pyro Blade

Travel down the Lake Reverb Trail to reach Andantino's Hideout and the **Pyro Blade**!

Sullen Melody

The brooding girl found here is Sullen Melody. She offers to perform a session. Play either Score Piece 1 or 5 with her to earn a B Rank and a **Peach Cookie**.

Encore Only

Sullen Melody—Refrain

Return to play with Sullen Melody a second time. Use Score Piece 28 to earn an A Rank and an Amethyst Bracelet! You can also earn an S and a B Rank from multiple Score Pieces. See the "Sessions" section of this guide for a complete list.

Leave the storeroom and head down the stairs to reach the shop, then explore the rest of Andante. The **Monkey Bow** in the shop is a good upgrade for Viola. Other good purchases are the **Tiger Armor** for Allegretto and the **Silk Dress** for Viola. **Power Stroke** is a good weapon upgrade for Falsetto as well.

Simile Flowers require water from Simile Spring.

Make sure to enter the last residence on the left. The little girl in here is crying because her flower is wilting. Just retrieve some water from Simile Spring to save the flower.

After this conversation, head back into the home to find a **Flare Head**. Viola can use these magical arrows, which burst into flame, against her opponents.

Check behind the Stone Pillar to find the next Score Piece.

After exiting the residence, search the pots nearby to the left to find a note that states to search behind a stone pillar. Go back up to the top where you first entered Andante and look behind the Stone Pillar to find **Score Piece 6!** Follow the walkway and stairs down and to the right to reach the cave entrance to Lento Cemetery.

Lonely Pitch

Visit Lonely Pitch to the right of the Andante entrance to play a session. Use **Score Piece 1** to earn a B Rank and a **Shadow Tail**.

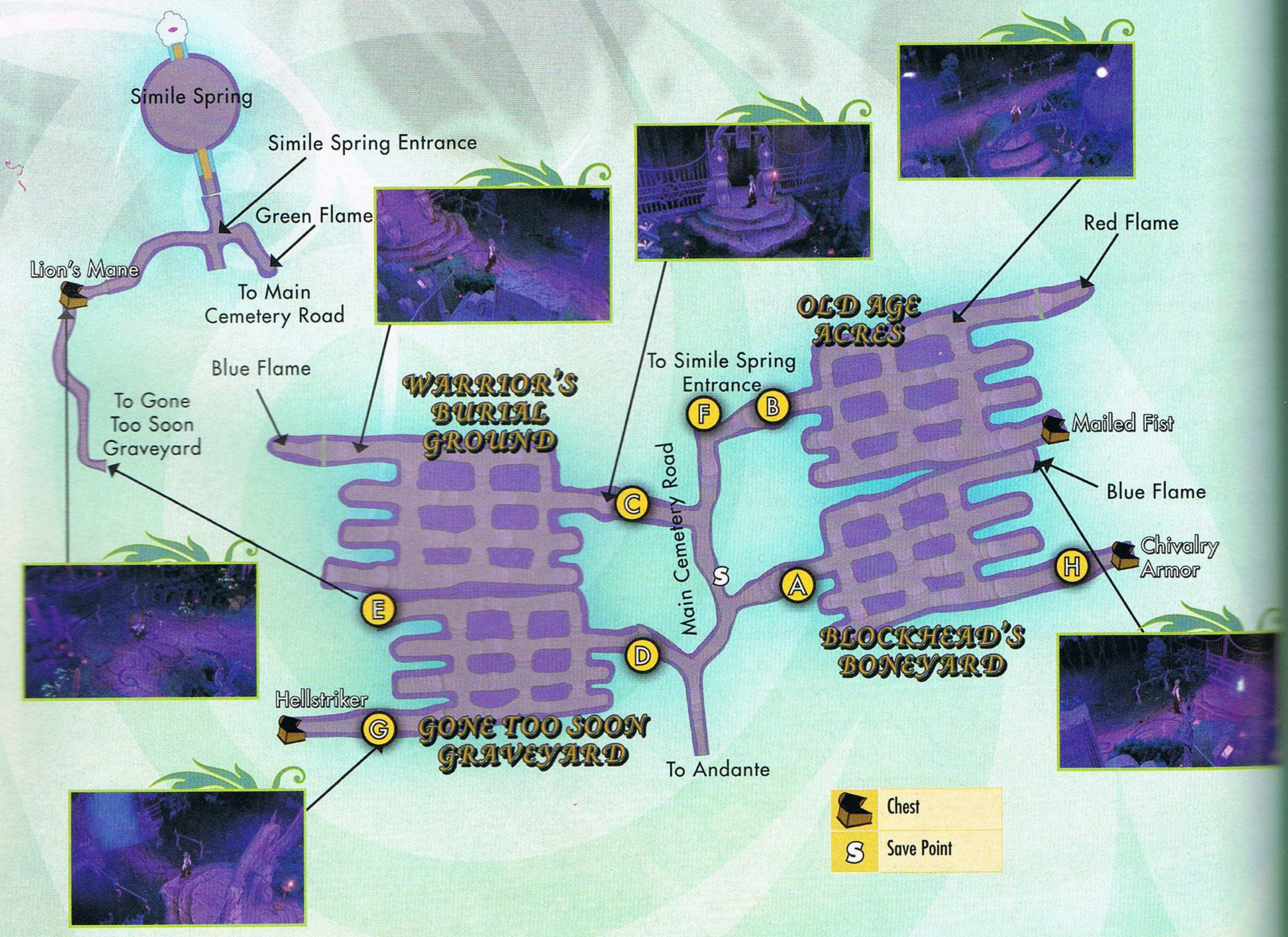
Encore Only

Lonely Pitch

Visit Lonely Pitch on a second playthrough of the game to earn an A Rank with Score Piece 20 to receive an **EZI Photo**. Playing Score Piece 23 will get you an S Rank and a **Onyx Bracelet**! Numerous other Score Pieces earn you a B Rank and a **Shadow Tail**, so see the complete list in the Score Piece section of this guide for all the details.

Lento Cemetery

	ALLEGRETTO	FALSETTO	VIOLA
LIGHT	Sky Divider	Snow Claw	Heal Arrow
DARK	Shadow Assault	Howling Thunder	Bone Crumble



Simile Spring
Simile Spring Entrance
Green Flame
Lion's Mane
To Main Cemetery Road
Blue Flame
To Gone Too Soon Graveyard
WARRIOR'S BURIAL GROUND
To Simile Spring Entrance
F
B
OLD AGE ACRES
Red Flame
Mailed Fist
Blue Flame
C
Main Cemetery Road
S
A
H
Chivalry Armor
E
D
BLOCKHEAD'S BONEYARD
Hellstriker
G
GONE TOO SOON GRAVEYARD
To Andante
Chest
S
Save Point

LIGHT ANTIQUE

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
23	14880	127	181	100	0	800	15

Soul Fire.

As their name implies, Light Antiques carry around their own light aura. Whenever your party closes in for melee combat, be ready to use a Light-based attack.

The Light Antiques are formidable foes, with three main attacks. Their Soul Fire is an area of effect knockback. Soul Stab, on the other hand, is a single target melee attack.

Their most powerful ranged attack is Soul Circle. This area of affect attack has a decent range and can hit the entire party at once. Even with their high defense against Light-based attacks, it's not too difficult to damage them.

SCOURGE

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GO
22	12350	114	80	13	75	880	[illegible]

Energy Steal!

Scourgers are similar to the Maledictors, but these foes powerful. They have a dominant single target attack, that can cause significant damage.

If you move out of melee range when fighting these foes, the Scourgers use Spectera, a ranged attack. In addition, Scourgers can heal themselves and each other, so take down as quickly as possible.

Upon entering the cemetery, pass underneath the arch. The path leads to the left and to the right. Go right to reach a Save Point, then continue up the path.

Enter the cave to reach Lento Cemetery.

Off to the left is another doorway blocked by red fog; ignore it for now and continue forward. This is where the party encounters the little boy who ran off to help his sister. He explains what it takes to get through the Goblin's Grudge Fog and reach Simile Spring.

What is that lurking in the dark?

Clearing the Fog

To get through the cemetery, you must light colored candles to dissipate the fog blocking the path. There are three colors of flame: red, blue, and green.

The color (or colors) of the Flames needed varies depending on the color of the fog. Each doorway has either one or two candle holders in front of it, indicating which color of flame is needed to light them.

Take the Red Flame here and retrace your steps back down the path. Next, take the first path to the right Ⓐ, just past the Save Point. Light the candle here to open the entrance to the Blockhead's Boneyard.

Blockhead's Boneyard

Follow the path to the right to an intersection. Head up and follow the path to the right to reach the Blue Flame.

6.00
Falsetto 7468/ 7468
Allegretto 8034/ 8034
Viola 7025/ 7084
Cursed Mace
Floral Powder
Guard
Counterattack
0.00
These Light Antiques move quickly!

Pick up the Flame and go back out the entrance from which you came, picking up the red flame on the way. At this point, you should have one red and one blue flame.

Ghost Light!

Most of the battle areas here take place in darkness. However, the restless spirits that fly around carry their own light with them. Make use of these moving spots of light and use your party's light-based moves in battle.

Save your game at the nearby Save Point. Keep heading up to the right of where you talked with the boy, then find the doorway blocked by blue fog Ⓑ.

Enter Old Age Acres.

Old Age Acres

Mailed Fist.

Once inside Old Age Acres, walk all the way down and to the right to reach a chest holding a **Mailed Fist**. Next, return down the path to the intersection. Walk up (past all of the intersections) and when you can't go any further, make a right to reach the doorway guarded by a red fog. Use the red flame to clear the path.

A Candle to Light Your Way

Because moving around in the Lento Cemetery is dependent on having the right flames to navigate through the correct doorways, it is possible to get stuck. If this occurs, retrace your steps and pick up any missed flames. Chances are that you may have left a flame or two when you exited a section of the cemetery.

This reveals another Red Flame. Pick it up and exit, grabbing the other red flame as you return through the doorway. Retrace your steps to exit Old Age Acres, but grab the Blue Flame in the process.

Head down the path and make the first left to reach the doorway blocked by red fog. This leads to the Warrior's Burial Ground Ⓒ.

Warrior's Burial Ground

Use the red flame to open it up, then make the first right inside the area. Travel up until the path turns, then continue to the left to reach the doorway blocked by purple fog Ⓘ. Use your flames to clear the way. Grab the blue flame inside the doorway, exit and grab the red and blue flames that you used to open this doorway.

Return to the main cemetery road (you should now have two red flames and two blue flames) and travel down the path to the Save Point.

From Presto to Grave

If the enemies in this area are a little too lively, slow them down by using Falsetto's weapon, **Power Stroke**!

From here, go down and to the left to reach the doorway blocked by purple fog Ⓓ. Light both the red and blue candles to clear the fog.

Gone Too Soon Graveyard

Take a short trip through the Gone Too Soon Graveyard, heading to the right all the way to the purple doorway Ⓔ. Light the candles here to reach the Back Road.

Back Road

Follow the path to a chest that contains a **Lion's Mane**. Continue onward to reach the Entrance to the Spring. Save your game at the Save Point, then follow the path to find a green flame. Pick it up and return to the Gone Too Soon Graveyard.

Grab the green flame!

To reach the chest hidden behind the purple fog, make sure the doorway that leads from the Gone Too Soon Graveyard to the Back Road remains open Ⓔ. Leave your flames there and head out to the Main Cemetery Road.

Pick up your flames at this entrance, thus closing the doorway. Go to where you talked with the boy Ⓕ and open the doorway using red and green candles. This leads into the Spring Entrance, but don't enter it yet.

Follow the path to the left to return to the Back Road and into the Gone Too Soon Graveyard through the open doorway Ⓔ. Now pick up the flames (closing the doorway) and travel down to the other purple fog Ⓖ in the bottom-left of the area and open the door. Use your remaining blue flame to clear the fog at the end of this path to reveal a chest containing **Hellstriker**.

Hellstriker

This sword is an upgrade for Allegretto. It adds Burst to his attacks, making them hit for more damage!

Return through the doorway, getting the blue flame in the process. Exit the purple doorway, take your flames, and head back to the Back Road entrance Ⓔ. Open the doorway using your candles and travel down the Back Road to reach the Spring Entrance. Go through it and close the entrance that leads back to the Main Cemetery Road Ⓕ.

Light the candles you need to get back into the Gone Too Soon Graveyard so that you can retrieve the flames left at the Back Road entrance Ⓔ. Do this and return to the Main Cemetery Road Ⓓ, retrieving your candles.

Blockhead's Boneyard

Armor that belonged to a proud knight. It is a great honor to just wear it.

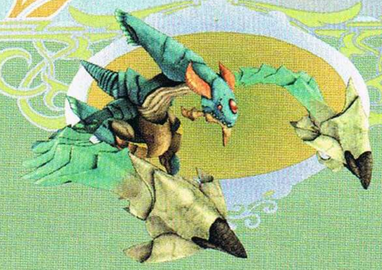
Travel up the path and return to the Blockhead's Boneyard Ⓐ. Take the path to reach another doorway blocked by red fog Ⓗ, then pass through it to reach the light blue fog. Use your blue and green flames to open it. This leads to a chest containing **Chivalry Armor**. Now retrieve all of your flames on your way back out to the main road.

Simile Spring Entrance

Go past the Save Point to reach the Goblin's Grudge yellow fog Ⓕ. Use a ~~blue~~ red and green flame to gain access. Walk straight up the path to reach the doorway blocked by blue fog; use your blue flame to enter Simile Spring.

Prepare to fight!

DEATH CROW



LVL	25	ATK	279	DEF % VS LIGHT	50	EXP	26000
MAX HP	252,380	DEF	141	DEF % VS DARK	50	GOLD	300

Although a tranquil place, Simile Spring is not without a guardian. Before you can retrieve the water that the Simile Flower needs, you must face the Death Crow.

This monster is just as mean as it looks! The Death Crow uses its sharp wing tips to perform its regular attack. It swings it wings in a crushing arc, bringing each tip down to deliver two heavy blows that can land on the same target or on two separate targets.

Falsetto
Allegretto
Viola
Death Crow
Floral Powder
Guard
Counterattack

In addition, the Death Crow has an arsenal of special attacks that keep your party on its toes!

Falsetto
Allegretto
Viola
Intake
Floral Powder
Guard
Counterattack

Intake.

Curdle, the Death Crow's foul breath attack, can hit for lots of HP. One of its deadliest attacks, Intake, is an area of effect attack that radiates from its body.

You can't really stop this from hitting Allegretto and Falsetto, but keep Viola out of range to prevent any unnecessary damage.

It is a good idea to attack Death Crow from behind to prevent the boss from using its wings to block incoming attacks. Unlike some of the other creatures, though, this one moves fairly well. Instead of always turning to face the party, the Death Crow often performs its Sweeping move. To do this, it sweeps its wings back, hitting anyone standing behind it.

Falsetto
Allegretto
Viola
Sweeping
Club Clover
Guard
Counterattack

Watch out for its wings!

Most of the battle area takes place in the shade, with moving pools of light generated by luminescent ghosts. Position Viola in the path of a ghost and try to use her Heal Arrow. All of the Death Crow's abilities cause lots of damage, so you'll need a healing option.

The Death Crow is accompanied by two Light Antiques. Take them out quickly before focusing on the boss. When the Antiques are history, move Allegretto and Falsetto in close to the Death Crow and use their powerful melee attacks.

Also, build up your characters' Echoes before executing finishing moves (like Snow Claw and Shadow Assault). This maximizes the party's damage output. Falsetto and Allegretto will likely cause most of the damage in this fight. Viola's role is to attack from a distance, building up Echoes for the other two to utilize and to use her Heal Arrow.

During the fight, the Death Crow uses its Warder's Call ability to resurrect the fallen Light Antiques. When this occurs, switch your focus to them for a turn and take them out before returning to the boss. If left alone, these Antiques are will cause unnecessary damage.

For defeating the guardian of Simile Spring, the party receives the water they came to get. They also receive **Thunder Stir**, a new bow for Viola!

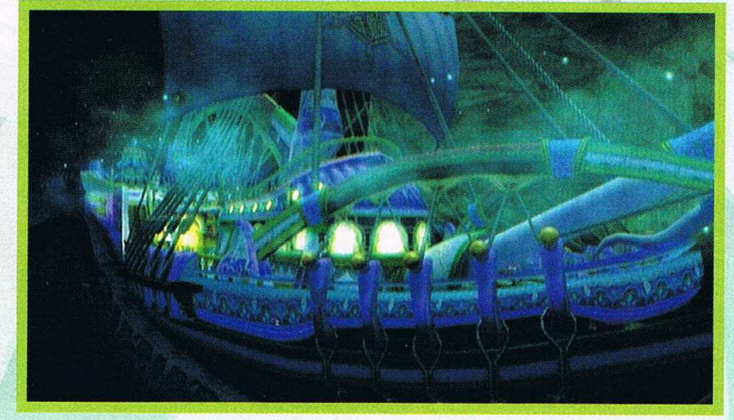
Encore Only

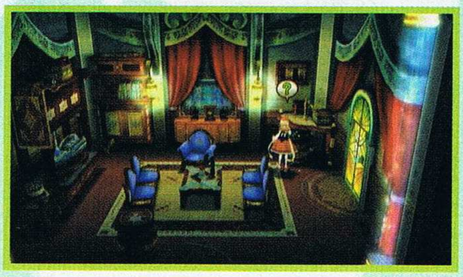
Odd Chocolate

Search near the entrance to the Spring to find an **Odd Chocolate**.

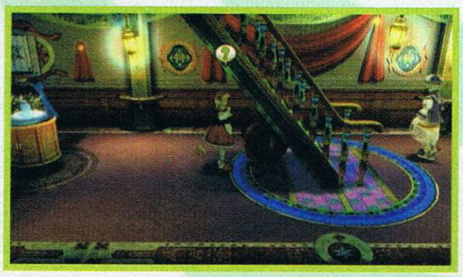
Very

Baroque Ship

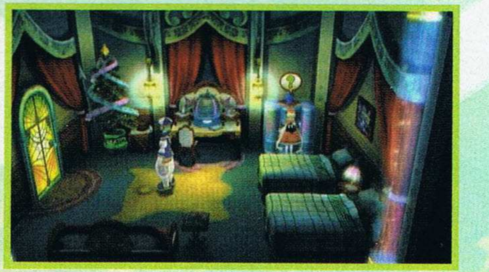




Leave Salsa sleeping in the room and go upstairs and enter the upper-left door. Once inside, search around the room to find **Hell Mustard**.



Exit the room and head down the stairs to enter the East Hallway. Examine the crates behind the stairway to find a **Bubble Straw**.



Look between the books!

Enter the room to the left to talk to Beat. Next, exit the room and go to the right to enter the other guest room. Search in between some books to find **Score Piece 7**! Note that there is a shop on the deck of the Baroque Ship. Use it to replenish supplies for your party.

Exit the room, head back up the stairs, and go right toward the bow of the boat to speak with Frederic. After doing so, move to the bow of the boat to find **Score Piece 8** and **Piercing Shell**.

Pirates!

After grabbing these two items, head up the stairs toward the stern to learn about that strange noise. It seems that pirates are trying to board the Baroque Ship!

Pirate Ship Dolce

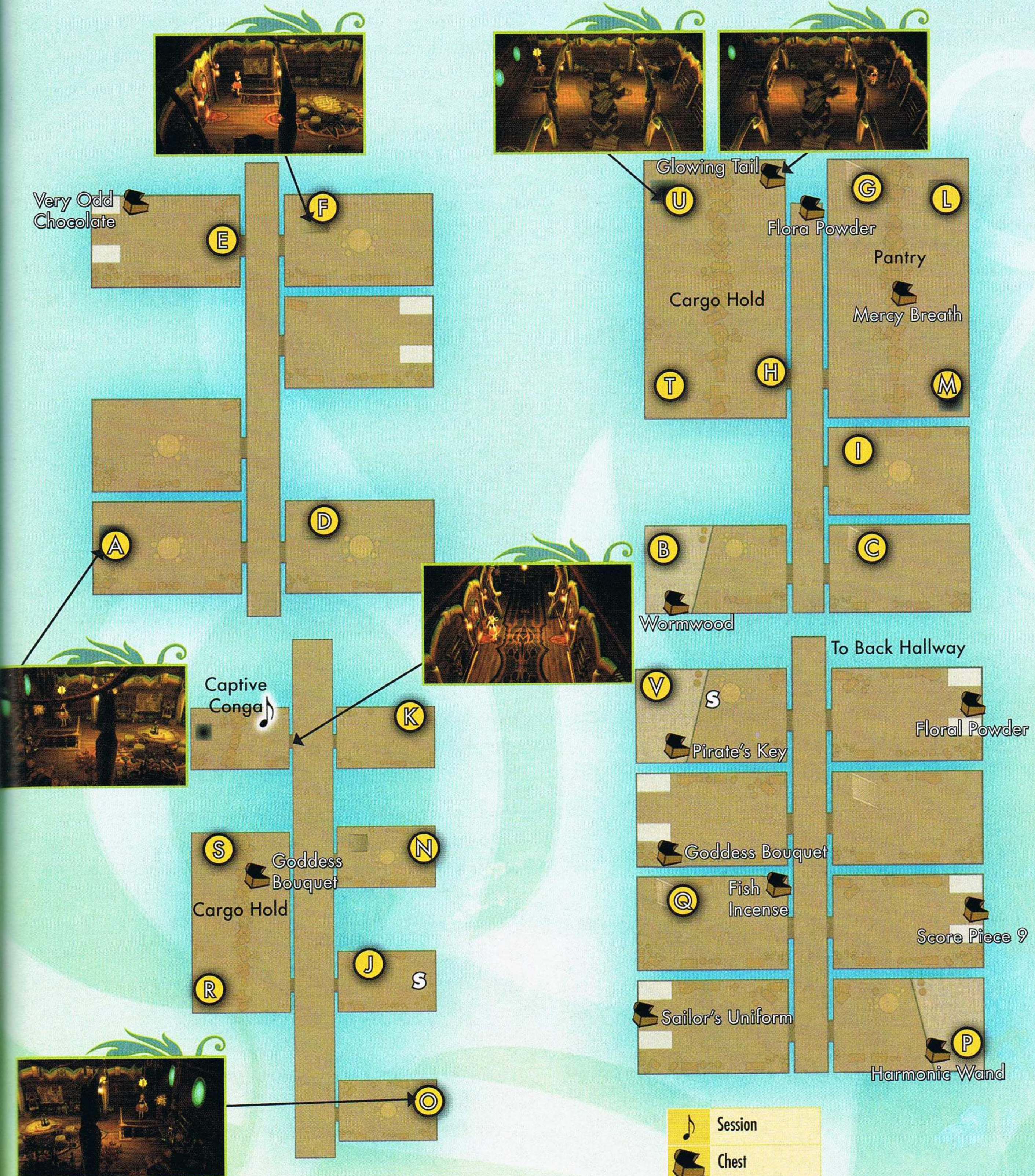
POLKA		PRIMARY		SECONDARY
	LIGHT	Orange Glow	LIGHT	Earth Heal
	DARK	Nether Wave	DARK	Shade Comet

SALSA		PRIMARY		SECONDARY
	LIGHT	Grand Slam	LIGHT	Grand Slam
	DARK	Shadow Silhouette	DARK	Shadow Silhouette

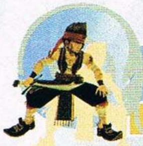
FREDERIC		PRIMARY		SECONDARY
	LIGHT	Coup de Grace	LIGHT	Sacred Signature
	DARK	Coup de Jarnac	DARK	Piu Grave

BEAT		
	LIGHT	N/A
	DARK	N/A

SCORE PIECE 9



Very Odd Chocolate
E
F
A
D
Captive Conga
K
S
Goddess Bouquet
N
Cargo Hold
J
S
R
O
Glowing Tail
U
G
L
Flora Powder
Pantry
Cargo Hold
Mercy Breath
T
H
M
I
B
C
Wormwood
To Back Hallway
V
S
Floral Powder
Pirate's Key
Goddess Bouquet
Q
Fish Incense
Score Piece 9
Sailor's Uniform
P
Harmonic Wand
Session
Chest
S
Save Point



RAIDING PIRATES

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
19	7930	142	105	50	50	440	5

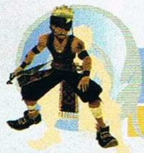
These scurvy dogs hit hard and fight dirty. Their Cruel Cutlass is a multi-hit attack. They do their best to inflict major damage with their Sea Knuckle attack, a powerful punch.

Cruel Cutlass

Cruel Cutlass.

Rising Power

Rising Power!



WARRIOR PIRATES

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
20	10940	175	111	50	50	560	150

The Warrior Pirates' fighting moves are similar to the Raiding Pirates, but these foes hit harder and can take more damage. Power Soul is a melee attack with knock-back and they often follow it up with Splintering Soul, a multi-hit attack!

Swinging lanterns provide light on the ship, so it's possible to use your light and dark attacks in the shifting pools of light. Note that both pirates are capable of inflicting critical hits!

Sea Knuckle

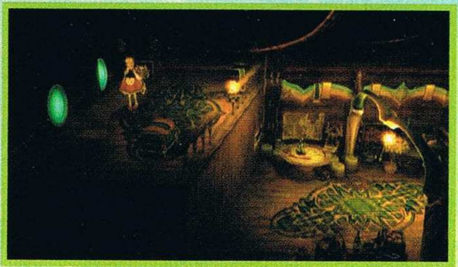
"I'll keelhaul ya!"

Deck

Locate the Save Point on the Dolce Deck and save your game. The ship is full of pirates and treasure hidden in various cabins and cargo holds. To find all of the chests, you must frequently travel between decks and thoroughly search the ship. Descend the nearby stairs to access the pirates' nest!

Level 1

From the Level 1 Hallway, go into the left-hand door. Jump down the hole Ⓐ leading to the basement cabin Ⓑ to get the chest with the **Wormwood** in it.



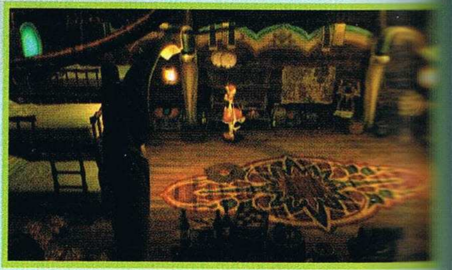
Pirates believe Wormwood symbolizes death.

Level 2

Next, jump off the small balcony, exit the room and enter the room across from it. Take these stairs Ⓒ back up to Hallway Level 1 Ⓓ.

Level 1

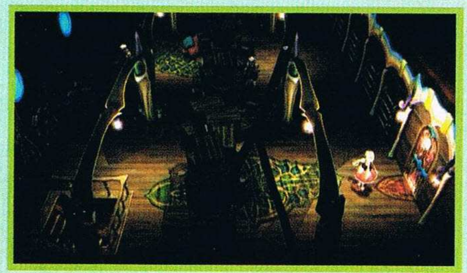
Exit the room and continue down the hallway, entering the left door near the end Ⓔ. Defeat the Pirates here to reach the chest with **Very Odd Chocolate**.



It's chocolate, and it's very odd.

Exit this room and cross the hall into the adjacent room. Go down the stairs Ⓕ to reach the Pantry on Level 2 Ⓖ.

Level 2



Where pirates store their booty!

You can't reach the chest on the right side of the room here yet, so exit the door on the left to reach the Level 2 Hallway. Follow the hallway up to reach the chest at the end (**Floral Powder**). Retrace your steps back down the hall and enter the room across from the pantry to reach the Cargo Hold Ⓗ.

Head up the right side to reach the chest in the corner containing a **Glowing Tail**. Exit the Cargo Hold and travel down the hall and into the cabin behind the right-hand door. Go down the stairs Ⓘ to reach Level 3 Ⓙ. There is a Save Point at the bottom of the stairs.

Level 3

Exit the cabin to reach the Level 3 Hallway. Enter the room across the hall, which is the Cargo Hold. Open the chest to obtain the **Goddess Bouquet**. Exit the room and go up the hallway to enter the last door on the left.

Captive Conga

Captive Conga is in here and he wants to play a session! Play Score Piece 4 to earn an A Rank and an **EZI Scarf**. It's possible to do better, though! Use Score Piece 3 for a duet session and to receive an S Rank. The reward for doing so is a **Dark Brooch**.

Exit the room and enter the room across the way. Go up the stairs Ⓚ to reach the other side of the Level 2 Pantry Ⓛ.

Level 2

From here, it's easy to reach the chest containing **Mercy Breath**. Proceed to the end of the room to reach a jump off point Ⓜ, which leads to a cabin Ⓝ on Level 3.

A little bit of "fabulousness" for Salsa.

Jump down to reach Level 3!

Level 3

Defeat the pirates in this cabin and exit into the hallway. Go down the hallway to the last door on the right, then jump down Ⓞ to reach Level 4.

Level 4

Open this chest for a Harmonic Wand.

Locate the chest in this area to obtain the **Harmonic Wand**. Jump off the balcony area Ⓟ into the room. Pirates turn to attack right away!

These pirates guard their booty closely!

Dispose of the Pirates, exit the room, and proceed to the room directly across the hall. Open the chest between the two bunk beds to get a **Sailor's Uniform**. Travel up the Hallway to reach the next door on the right. Search for a chest nestled between two bunk beds to find **Score Piece 9**.

Exit the room and go to the room directly across the hall to reach another chest (**Fish Incense**). Take the stairs Ⓠ to reach the left side of the Level 3 Cargo Hold Ⓡ.

Level 2

Go up the stairs Ⓢ to access the left side of the Cargo Hold, Level 2 Ⓣ. Travel the length of the room and jump down into the hole Ⓤ to return two levels back down into Level 4 Ⓥ.

Level 4

Open the chest to get the **Pirate's Key**! Jump down into the room and save your game before exiting and entering the room directly across the hall. Find the chest in this room to get some **Floral Powder**.

Go down the hall to the next left-hand door to reach another chest (a **Goddess Bouquet**). Return to the hall and follow it to the end to reach the door requiring the Pirate's Key. This leads to the Back Hallway. Save your game at the Save Point and get ready to face a tough battle.

What could the pirates be hiding in here?

CAPTAIN DOLCE

LVL	22	ATK	215	DEF % VS LIGHT	50	EXP	16,000
MAX HP	141,080	DEF	93	DEF % VS DARK	50	GOLD	500

First Lieutenant

LVL	22	ATK	167	DEF % VS LIGHT	50	EXP	440
MAX HP	23,520	DEF	123	DEF % VS DARK	50	GOLD	0

Second Lieutenant

LVL	22	ATK	194	DEF % VS LIGHT	50	EXP	560
MAX HP	28,220	DEF	123	DEF % VS DARK	50	GOLD	0

Just as Salsa predicted, the captain of this ship does have a hook and an eye patch! Dolce is the toughest foe in the game thus far. Both she and her two Lieutenants have lots of HP and they both hit hard.

With Burning Spindle, Dolce spins around her target, delivering a multi-hit melee attack. Captain Dolce also uses her musket to fire a single, powerful barrage with Dead Man's Tale. This is one of her most powerful attacks, so try to block it.

6425/
4709/
3017/
Tempest Swirl
Goddess Bouquet
Guard
Counterattack

Tempest Swirl.

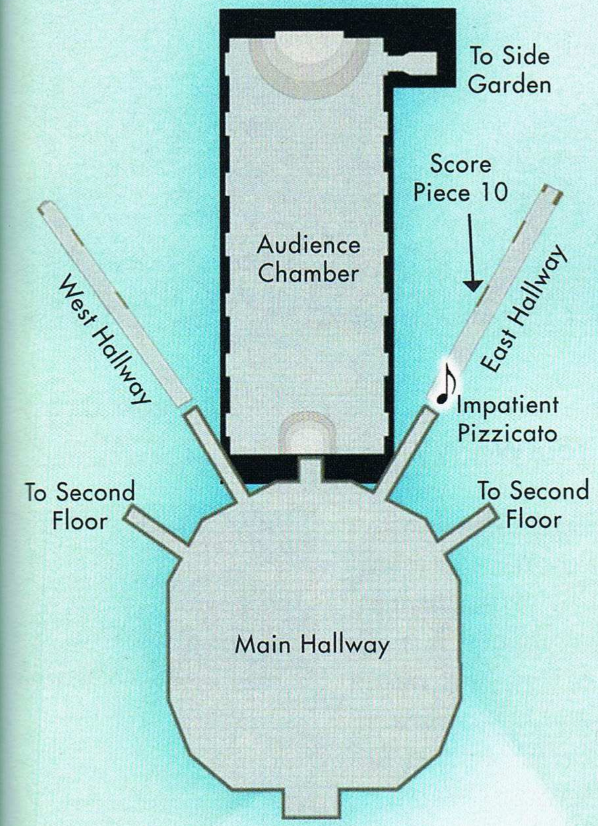
With Tempest Swirl, she flings daggers at a single target, causing a great amount of damage. Preferring to attack, Dolce has the ability to heal (using Ruthless) but doesn't do so often.

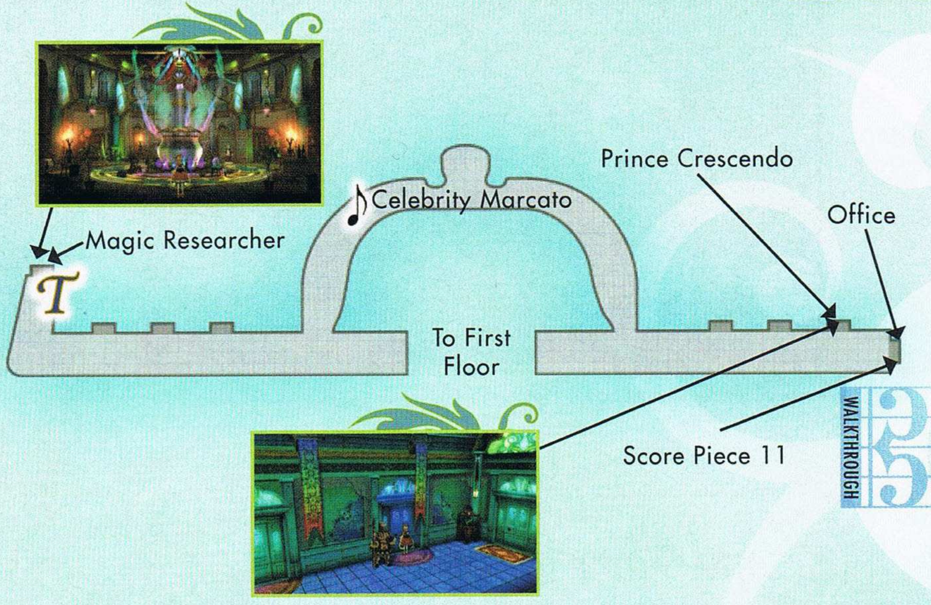
The Lieutenants are similar to the other Pirates, but they are more difficult to eliminate. They are still much less dangerous than Captain Dolce, though. Get rid of them first before concentrating your attacks on her, as these foes can bring each other back to life.

For defeating Dolce, the party receives **Pirate's Paper 1**, **Skull and Bones**, and a **Torn Umbrella**. **Pirate's Paper 1** leads to more encounters with Dolce down the road.

Baroque Castle

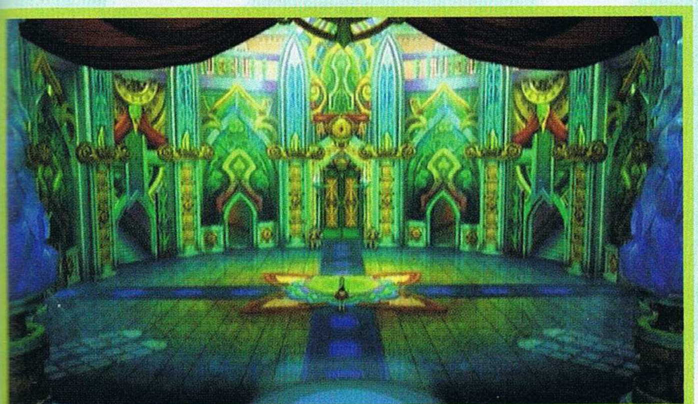
SCORE PIECE 10 ENCORE 11

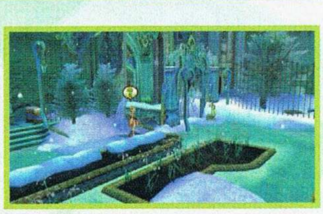

To Side Garden
Score Piece 10
Audience Chamber
West Hallway
East Hallway
Impatient Pizzicato
To Second Floor
To Second Floor
Main Hallway


Magic Researcher
Celebrity Marcato
Prince Crescendo
Office
To First Floor
Score Piece 11

♪ Session

T Trading





Before entering the castle, examine the ice sculpture to he left of the door to find a **Goddess Bouquet**. Enter he Audience Chamber and ravel down the length of the oom to reach the Main Hall.

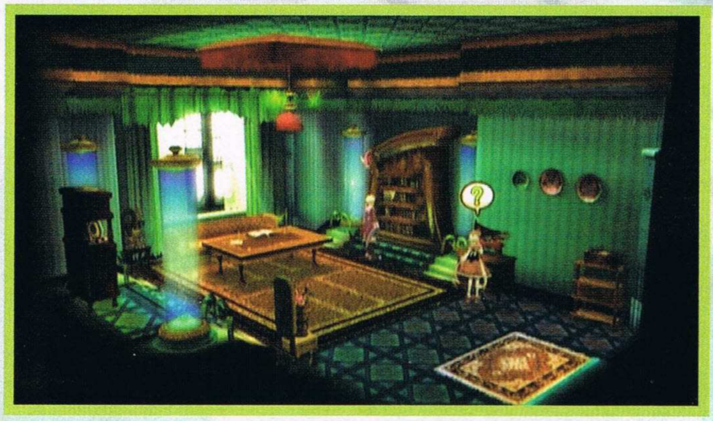
First Floor

Travel down the first passage on the right to reach the East Hallway. This is where you find **Impatient Pizzicato**.

Impatient Pizzicato

Always in the mood to pursue musical interests, Impatient Pizzicato can't wait to play. Use **Score Piece 3** to earn an S Rank and receive an **Angel Trumpet**.

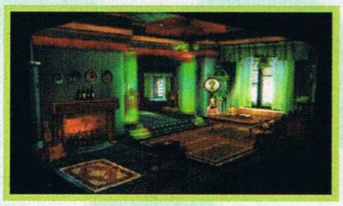
Enter the second room on the left to find **Score Piece 10** near the phonograph. Go back into the Main Hall and cross over into the West Hallway to find a Save Point. After saving your game, go up the right-hand stairs to reach the Second Floor Hallway.



Look carefully to find Score Piece 10!

Second Floor

Head straight down the hallway and enter the door at the end to find the office. **Score Piece 11** is hidden in the grandfather clock. Next, enter the guarded room to find Prince Crescendo and Princess Serenade.

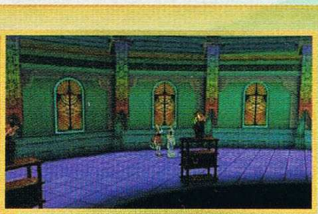


Perhaps it uses the Score Piece to keep time.

Princess Serenade.

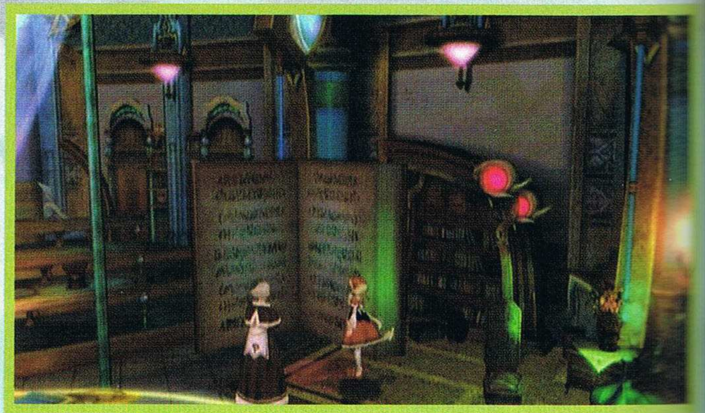
After the conversation, the party returns to Baroque City: Castle Gate. Reenter the castle and travel up the left staircase and talk to Celebrity Marcato down the hall.

Celebrity Marcato



While she is a bit of a music snob, Celebrity Marcato agrees to perform. Show her that you are just as good as she is by using **Score Piece 1** to earn an A Rank and an **EZI String Phone**.

Return to where the hallway splits and head toward the laboratory to speak with the Magic Researcher. The gre beaker to the left of the Magic Researcher contains a **Magatama**. Finally, exit the laboratory and head back down the stairs to enter the city.



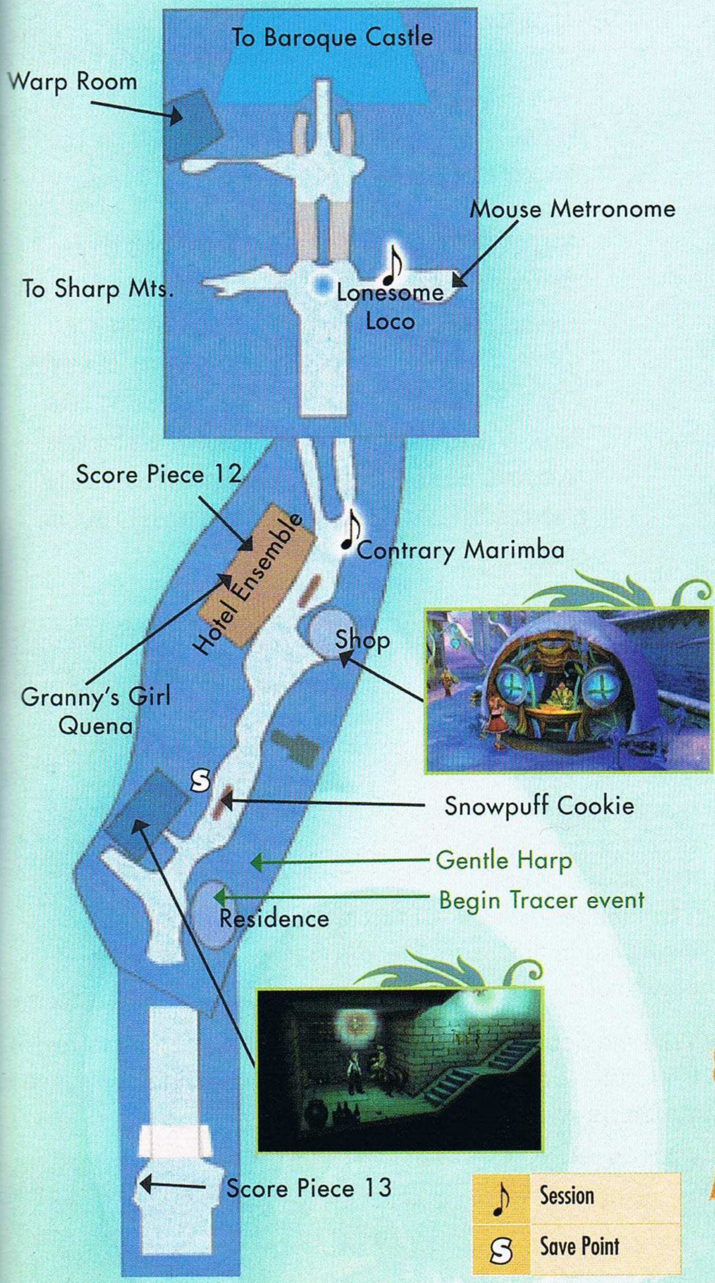
Encore Only

You Want What?!

Handed over Agogo Droppings

Bring the **Honey** to the Magic Researcher and he sends you after **Agogo Droppings**. Talk to the boy in Agogo Village about collecting these. After acquiring them, the Researcher hands over **Odd Candy**.

Baroque City


To Baroque Castle
Warp Room
Mouse Metronome
To Sharp Mts.
Lonesome Loco
Score Piece 12
Hotel Ensemble
Contrary Marimba
Shop
Granny's Girl Quena
S
Snowpuff Cookie
Gentle Harp
Begin Tracer event
Residence
Score Piece 13
Session
Save Point

Lonesome Loco

Baroque is a thriving town with many citizens out braving the cold weather. To the right is Lonesome Loco, who wants to play a session. Don't worry about him for now; you don't have the correct Score Piece to play with him yet.

Look to the right of Lonesome Loco to see some bags of trash. Dig through them to find a **Mouse Metronome**. Follow the path down and speak with the townspeople while walking toward Main Street. Don't forget about Contrary Marimba at the bottom of the stairs.

Contrary Marimba

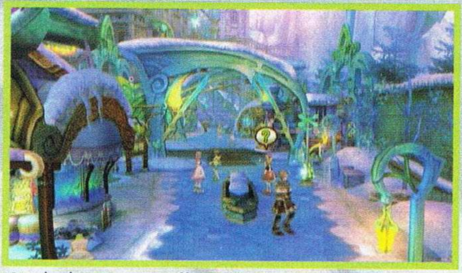
Marimba may be contrary, but use **Score Piece 6** and even he has to admit that you play well. This earns you an A Rank and a **Smiling EZI**!

Score Piece 12!

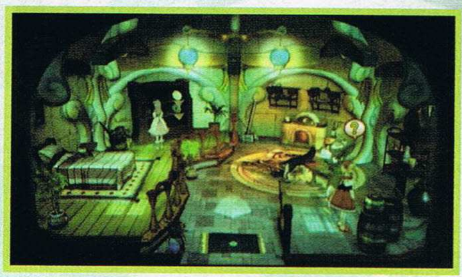
The shop is just down the road. Sell any excess items in your inventory and stock up on additional recovery items. The Hotel Ensemble is to the left of the shop, so stop in and rest your party.

Once inside, go up the left stairway and down the left hall and enter the room there. Search behind the tea cup to the left to find **Score Piece 12**. Talk to Granny while inside the Inn. This is required for Score Piece 28 in Forte and you can't do it later!

This new Score Piece doesn't match Lonesome Loco's or Contrary Marimba's, so just hold onto it for now. Leave the hotel and walk across the train tracks. Next to the Save Point is a **Snowpuff Cookie**, hidden amongst the snow-covered bushes in the middle of the path.



Grab the Snowpuff Cookie!



Look here to find a Feathered Hat!

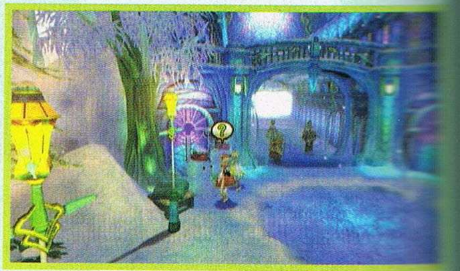
Locate the Residence down the path and to the right. Enter it and look inside the barrel to the right to discover a **Feathered Hat**.

Tracer

Encore Only

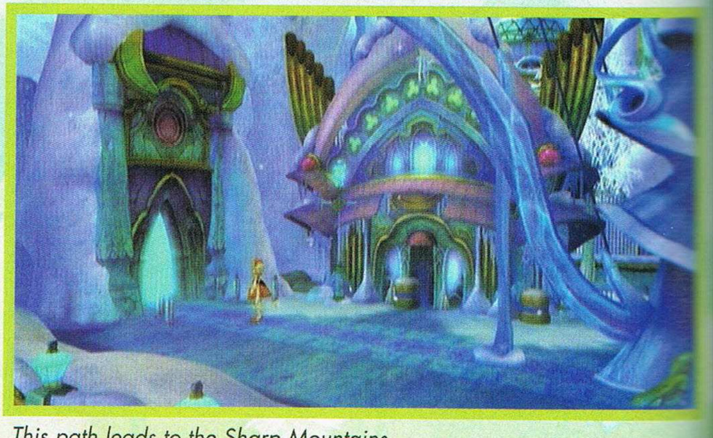
Enter the residence near the bar to find a worried wife and her pet dog. Apparently, her husband is injured and needs help. Venture into the Sharp Mountains to find him! Once you approach the spot, the dog barks to signify that you're close. The poor man is about to be devoured by Tracer!

Tracer fights like a cornered rat. Watch out for his Willow Strike, a sweeping tail move! After defeating Tracer, the party returns to the house in Baroque where the wife hands over **Score Piece 31**! Now that she is no longer a worried wife, she is Gentle Harp and is ready to play a session.



Continue down the path to reach the Baroque City Entrance. To the left of the entrance is a Snowman; search inside it to find **Score Piece 13**! Neither Lonesome Loco nor Contrary Marimba is interested in this Score Piece either, so just save it to play later.

With the Score Piece in your possession, it's time to revisit the Castle Gates. Take the path left to reach the entrance to the Sharp Mountains.



This path leads to the Sharp Mountains.

Sharp Mountains

POLKA

	PRIMARY		SECONDARY
LIGHT	Orange Glow	LIGHT	Earth Heal
DARK	Nether Wave	DARK	Shade Comet

FREDERIC

	PRIMARY		SECONDARY
LIGHT	Coup de Grace	LIGHT	Sacred Signature
DARK	Coup de Jarnac	DARK	Piu Grave

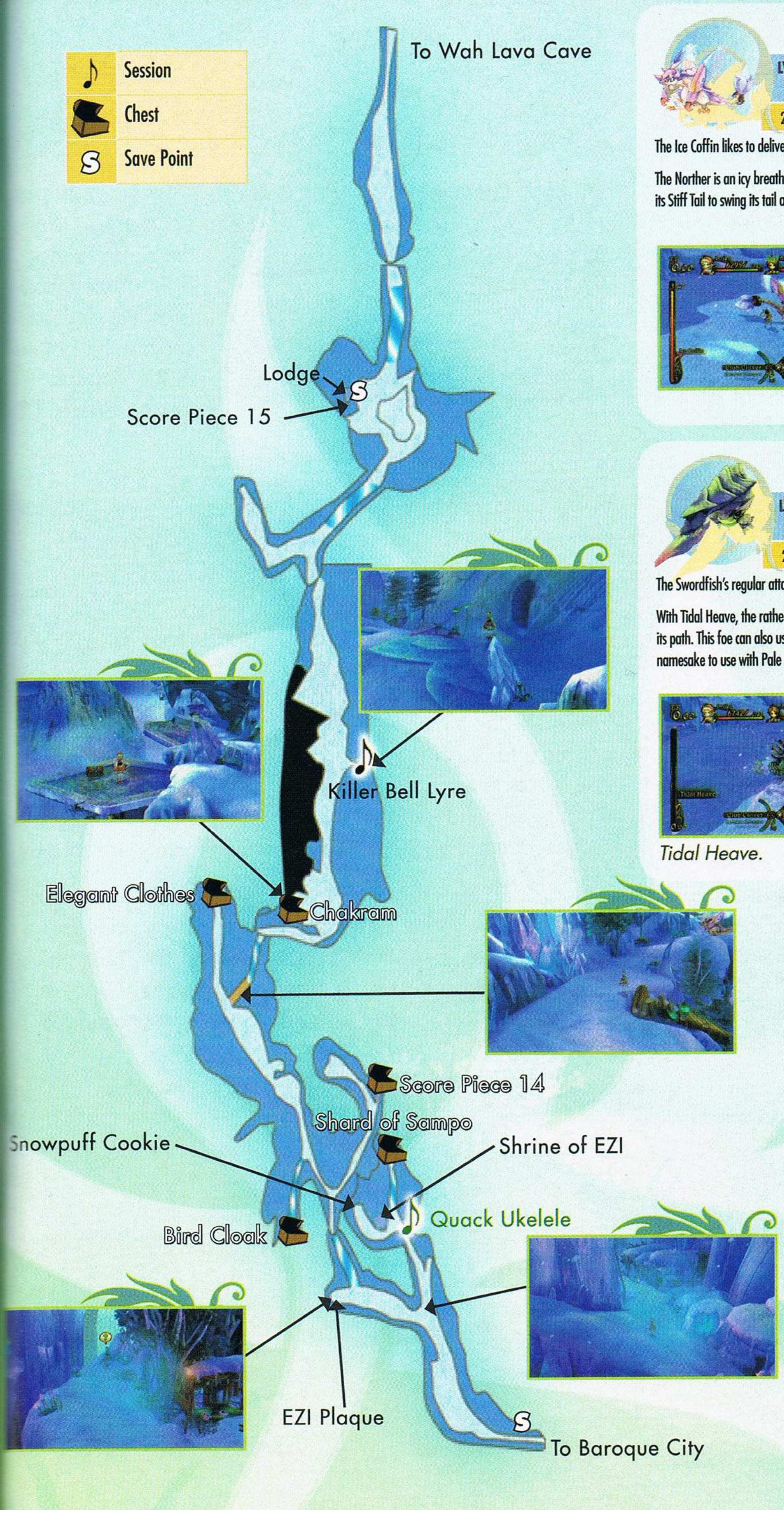
SALSA

	PRIMARY		SECONDARY
LIGHT	Grand Slam	LIGHT	Grand Slam
DARK	Shadow Silhouette	DARK	Shadow Silhouette

BEAT

LIGHT	N/A
DARK	N/A

SCORE PIECE	ENCORE
14	15


Session
Chest
Save Point
To Wah Lava Cave
Lodge
Score Piece 15
Killer Bell Lyre
Elegant Clothes
Chakram
Score Piece 14
Shard of Sampo
Snowpuff Cookie
Shrine of EZI
Quack Ukelele
Bird Cloak
EZI Plaque
To Baroque City

ICE COFFIN

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
22	21050	180	50	50	50	650	40

The Ice Coffin likes to deliver powerful melee attacks with its wing tips and often brings its tail around to strike as well.

The Norther is an icy breath weapon, hitting its target and anyone behind the target in a straight line. The Ice Coffin also uses its Stiff Tail to swing its tail around, hitting anything caught in its path.

Swift Tail.

SWORDFISH

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
22	17990	178	111	50	50	730	42

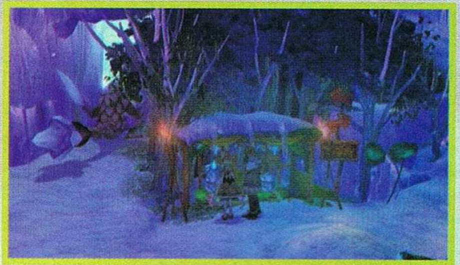
The Swordfish's regular attack is a multiple hit attack that hits anyone nearby.

With Tidal Heave, the rather martial looking fish swings sideways, launching a wave attack. This attack will hit anyone in its path. This foe can also use Overturn, an area of effect attack that takes place near the monster. The Swordfish puts its namesake to use with Pale Ram! It charges the target with its sharp nose, knocking them down.

Tidal Heave.

Pale Ram.

Base


EZI—Patron God of Comedians.

There is a Save Point as you enter the Sharp Mountains. Follow the path left until it forks and head to the right to reach the Shrine of EZI.

Quack Ukelele

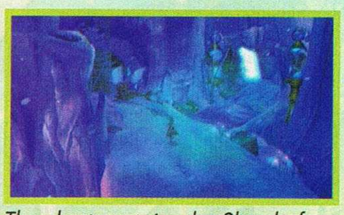
Encore Only

The failed comedian has decided to become a musical performer instead. Help him get some practice by performing with him.

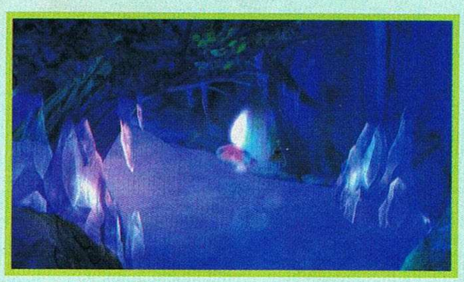
Simply examine the Shrine to receive **321G**! Next, go to the left and dispose of the Ice Coffin. After doing so, search for a **Snowpuff Cookie** buried in the snow.

Go back down to the right of the Shrine. The slope here is very slippery and you must keep moving forward. If you stop, you'll slide back down.

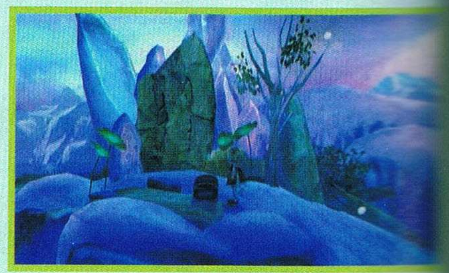
Defeat the Ice Coffins to reach the chest containing the **Shard of Sampo**. Retrace your steps back to where the path first forks and take the left path. Follow it to find another fork. Next, take the right path up another slippery slope to reach the Second Point.


The chest contains the Shard of Sampo, a Def +7 item.

Second Point


Score Piece 14!

Take the right path up, then go down the slope to the right. Note that it is a little difficult to see. At the bottom of the slope is **Score Piece 14**


This is an upgrade for Frederic.

Come back up the slope and head left up the path to face the Swordfish where the path dead ends. Return down to the first fork, near the entrance to Second Point. This time, though, take the left path. Follow the steep trail to the left to a chest containing **Bird Cloak**, which is only useable by Frederic.

Slide back down the slope and take the main path up. Keep going up, past the wooden stairs on the right. This leads to a chest containing **Elegant Clothes**. Next, go back and cross the wooden steps to the right leading to Sixth Point.

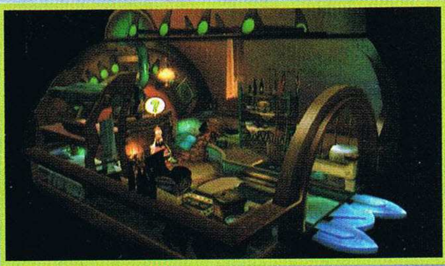
Sixth Point

Follow the path to a chest on the left containing a **Chakram**, an alternate weapon for Salsa. Continue up along the path but watch out for a Swordfish! A short distance later, look for a cave to the right where you find Killer Bell Lyre. Exit the cave and continue up to find an entrance to the Eighth Point.

Killer Bell Lyre

Although Killer Bell Lyre is way up in the snowy mountains, he hasn't abandoned his love for music. Play **Score Piece 14** to earn an A Rank and an **EZI Egg**!

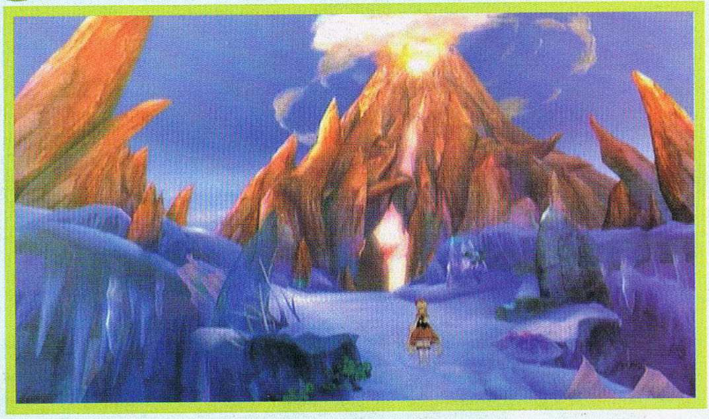
Eighth Point



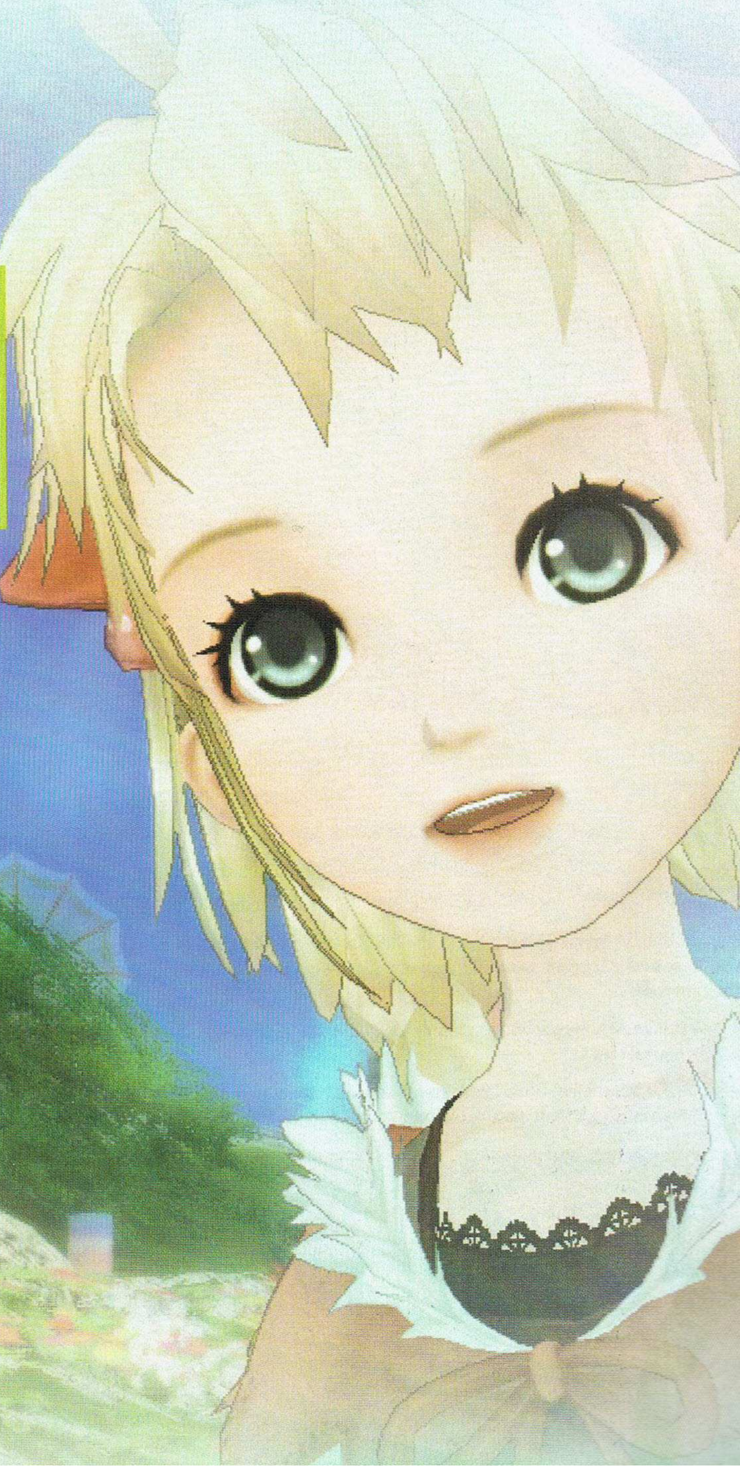
Score Piece 15.

Go to the right up the slippery slope to find a Lodge with a Save Point to the left. Inside the lodge is a **Warhammer Gun** for Beat. Look in the fireplace to find another **Score Piece**! After warming up a bit, continue up the slope to the right to reach the Sharp Mountains Summit.

Summit



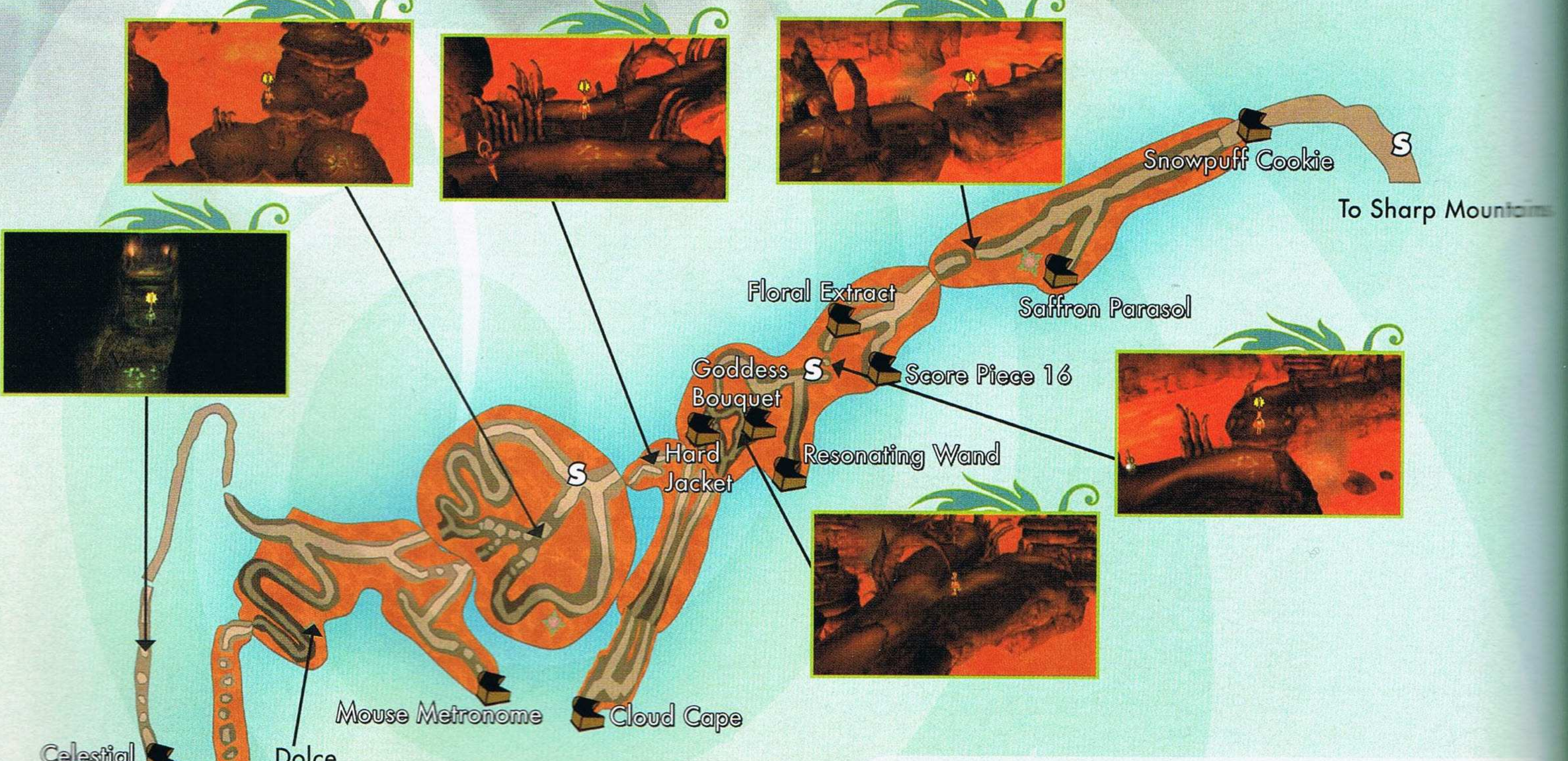
Follow the path into the cave to reach the Wah Lava Cave.



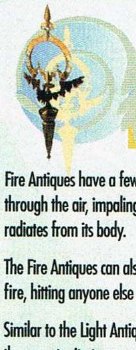
Wah Lava Cave

	PRIMARY LIGHT	PRIMARY DARK	SECONDARY LIGHT	SECONDARY DARK
POLKA	Orange Glow	Nether Wave	Earth Heal	Shade Comet
FREDERIC	Coup de Grace	Coup de Jarnac	Sacred Signature	Piu Grave
SALSA	Grand Slam	Shadow Silhouette	Grand Slam	Shadow Silhouette
BEAT	N/A	N/A		

SCORE PIECE 16


Snowpuff Cookie
S
To Sharp Mountains
Floral Extract
Saffron Parasol
Goddess Bouquet
S
Score Piece 16
Hard Jacket
Resonating Wand
S
Mouse Metronome
Cloud Cape
Dolce
Celestial Hourglass
S
To Agogo Forest
Chest
S Save Point

FIRE ANTIQUES



LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
24	11490	125	189	100	0	790	45

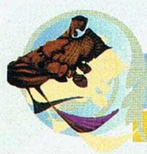
Fire Antiques have a few fiery moves in their arsenal. Their Lava Stab is an attack aimed at a single target. The creature flies through the air, impaling the target on its lower spike. This monster also has an area of effect attack, called Lava Fire, which radiates from its body.

The Fire Antiques can also hit their prey from across the battle field with Lava Circle. This ranged attack engulfs the target in fire, hitting anyone else near it.

Similar to the Light Antiques in Lento Cemetery, Fire Antiques are surrounded by their own aura of light. Take advantage of the opportunity to use your light attacks when in close combat.

Lava Circle.

COELACANTH



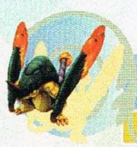
LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
23	17860	127	117	13	75	815	50

Heat Gas

The Coelacanth's Ultra Spin is a fast hitting, multi-hit melee attack. This foe doesn't need close quarters to hit your party, though, as its Heat Gas and Volcanic Missile attacks still connect.

Coelacanths are creatures of the deep sea and thrive in the shadow. When driven into the light, they turn into Haken Büchse.

HAKEN BÜCHSE



LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
23	24800	190	52	75	13	880	50

Polka is caught by the Fiery Tail!

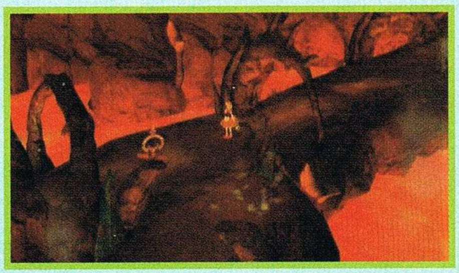
Much like their Ice Coffin cousins, Haken Büchses can deliver powerful melee attacks. One of their favorites, Fiery Tail, sweeps powerfully behind them, damaging any characters caught in its path.

These creatures are also fond of their breath weapon, Furnace Pellet. This attack sends the monster's fiery breath at its prey!

ntrance

here is a Save Point at the start of the cave, so save your game. Travel along the path and open the chest to obtain a **Snowpuff Cookie**.

North Side 1

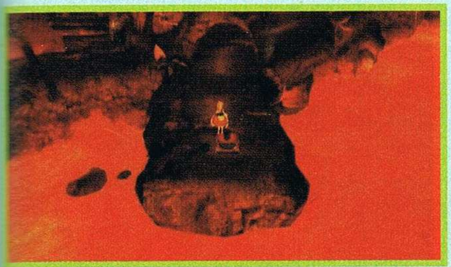


Take the right fork.

Follow the path until it forks. Take the downward fork to reach the chest (**Saffron Parasol**) at the dead end. Head back and continue onward via the path to the left.

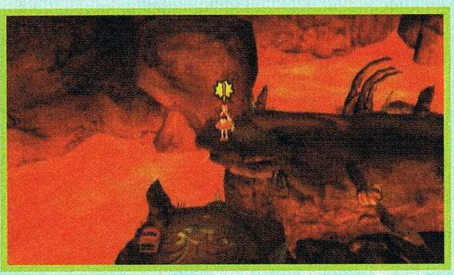
While following the path, jump over a chasm to reach North Side 2.

North Side 2



You are getting quite a collection of these!

The road forks near here, so keep heading down to reach the next fork and take the bottommost path to find a chest containing **Score Piece 16**.

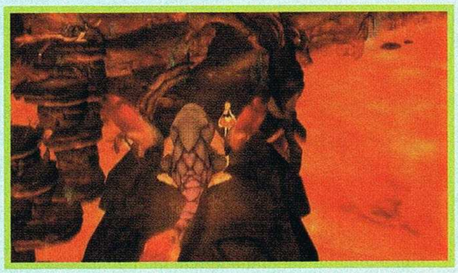


This Floral Extract is useful during later battles!

Head back up to the fork and take the top path. Jump down to reach a chest containing **Floral Extract**. After opening the chest, jump down and continue left along the path.

The path turns and starts to head straight down.

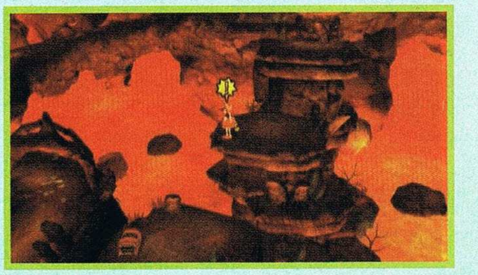
Jump across to the first small rock formation, but beware of an attack upon landing. Continue across the next small break to reach the Save Point.



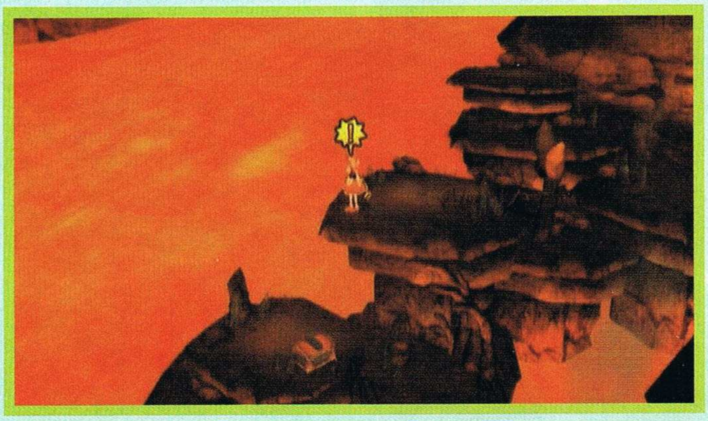
Get past this odd creature to reach the chest!

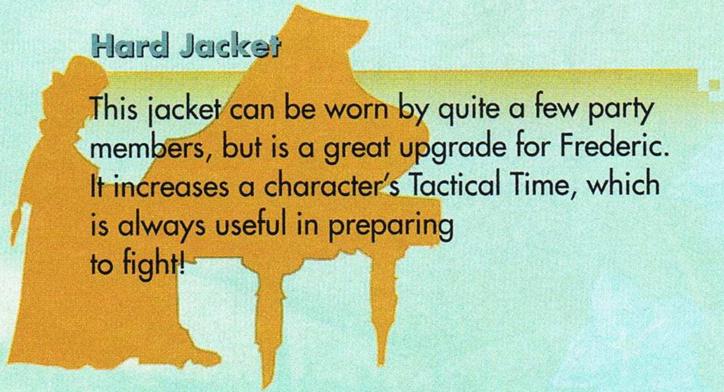
Pass up the Fire Antiques to the left for now, and follow the path down to grab a chest guarded by a Haken Büchse. The chest contains a **Resonating Wand**. Return up to the main path, destroying the Fire Antiques in the process.

Walk left down the path and jump down the ledges, then locate the chest containing a **Goddess Bouquet**. Jump down again to find another fork in the path.



Take the top fork and follow the path past the first jump off point until you reach the second jump off point. Hop down to reach a chest containing a **Hard Jacket**.





Hard Jacket

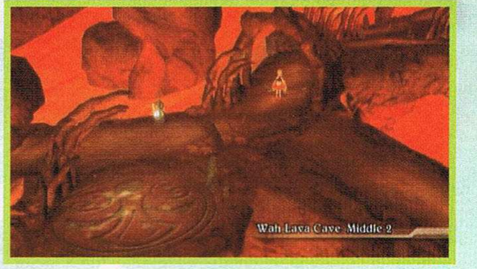
This jacket can be worn by quite a few party members, but is a great upgrade for Frederic. It increases a character's Tactical Time, which is always useful in preparing to fight!

Hop down again and take the right path down to a chest containing **Cloud Cape**. Take the path back up and take the left path to reach Middle 1.

Middle 1

The path leads to a spot to jump across. Do this and continue along down the path to reach Middle 2. There is a Save Point here.

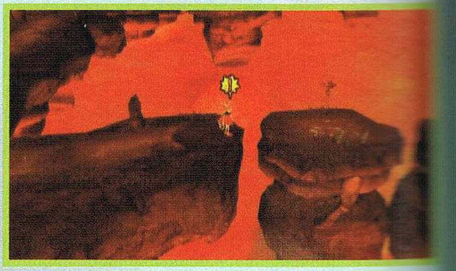
Middle 2



Take the middle path.

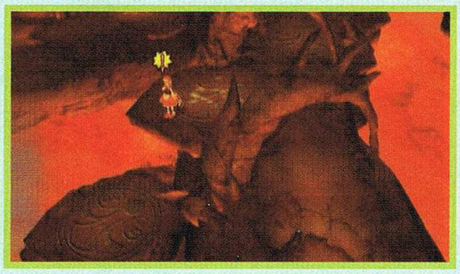
Take the middle path and jump down two times. You can jump down two directions from here. Make sure to jump down to the left. Next, jump *straight* down again. Continue downward by jumping straight down twice to reach Middle 3.

Middle 3

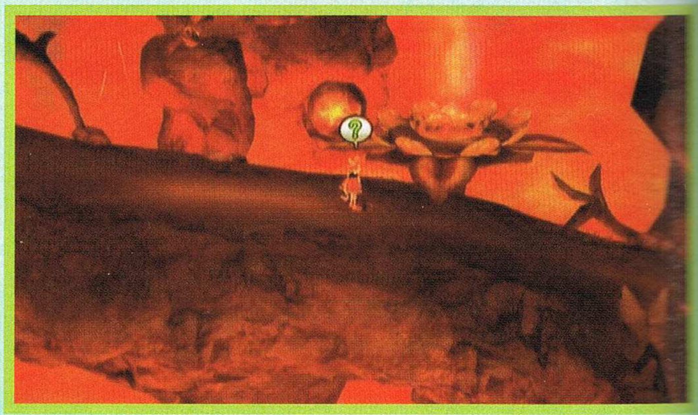

Watch out for the Fire Antiques.

Walk down the path to the right until the path comes to a T intersection. Proceed right and jump across these small rock pillars to reach a chest containing a **Mouse Metronome**.

Return to the entrance of Middle 3, but this time jump off to the left. Jump down two times to reach the path. At the next intersection, take the path downward. Continue along the path as it heads left. At the next fork, go down and follow the path as it winds downward.



This path continues to wind around, bringing the party face to face with Captain Dolce and her crew again! To trigger this event, you must inspect the X on the ground. To find the X, you must first defeat a Haken Büchse.



CAPTAIN DOLCE AND CREW

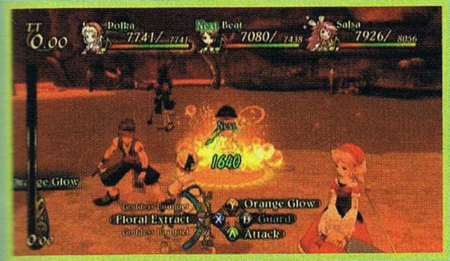
LVL	25	ATK	248	DEF % VS LIGHT	50	EXP	25,000
MAX HP	181,050	DEF	106	DEF % VS DARK	50	GOLD	700

First Lieutenant

LVL	25	ATK	193	DEF % VS LIGHT	50	EXP	30,000
MAX HP	27,440	DEF	141	DEF % VS DARK	50	GOLD	0

Second Lieutenant

LVL	25	ATK	224	DEF % VS LIGHT	50	EXP	30,000
MAX HP	32,920	DEF	141	DEF % VS DARK	50	GOLD	0



Captain Dolce and her crew think that you are here to steal their treasure and they are eager to repay you for the earlier beating.

Both she and her crew use the same moves as before, but they hit very hard. In addition, they have more HP than during the first fight.

Before entering into battle, make sure that any recovery items you have in your inventory are equipped in your Item Set.

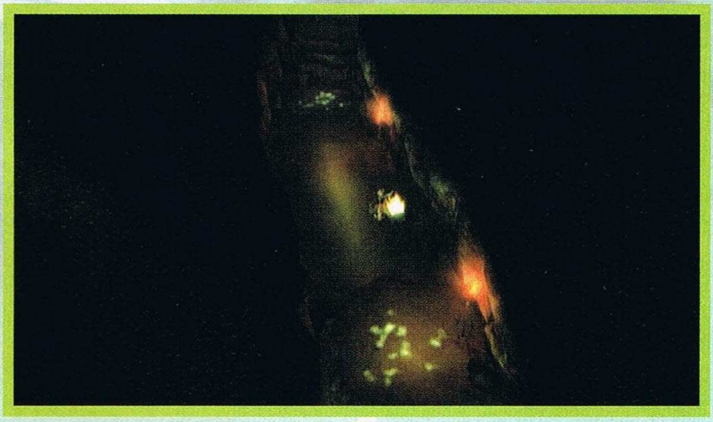
Keep your party near full health at all times. The pirates hit hard, but they are nothing compared to Dolce. The captain's special moves can knock down a character's HP to nothing in no time flat. Always be prepared to block and be ready to use your healing items. Don't wait until it is too late!

Keep Polka in a light area and use Salsa and Frederic to attack. Make sure to always build up Echoes, because you need their added damage to win this fight!

For defeating Dolce, the party receives a **Pocket Watch** and the **Pirate's Paper Two**. Head back up the way you came to reach the intersection. Go left and enter the cave to reach South Side 2 and travel through it to reach the next area of the cave.

South Entrance

Jump down these large stone steps to reach a chest containing a **Celestial Hourglass**. Continue jumping down the steps to reach a Save Point and go left and follow the path down. Before exiting the cave, make sure that you have any healing items loaded and ready for use.



Agogo Forest

You've traveled through the mountain back to Agogo Forest! However, it's time to battle Fugue again, who is looking for the glowing Agogos!

"I must be a genius, if I do say so myself."

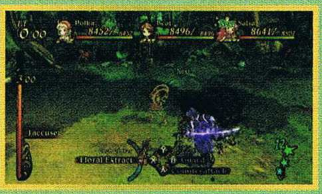
FUGUE

LVL	25	ATK	271	DEF % VS LIGHT	50	EXP	29,000
MAX HP	219,460	DEF	127	DEF % VS DARK	50	GOLD	600

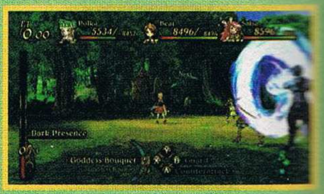
Fugue is back, but this time your party should be on a little more even footing with him.

This cocky swordsman uses the same moves as before. J'accuse is powerful range attack. His Dark Presence harnesses dark energy and hurls it at the target.

Blood Scent is a melee combat attack that inflicts a lot of damage! Keep your party's health near max and use Echoes to deliver powerful attacks.



J'accuse.



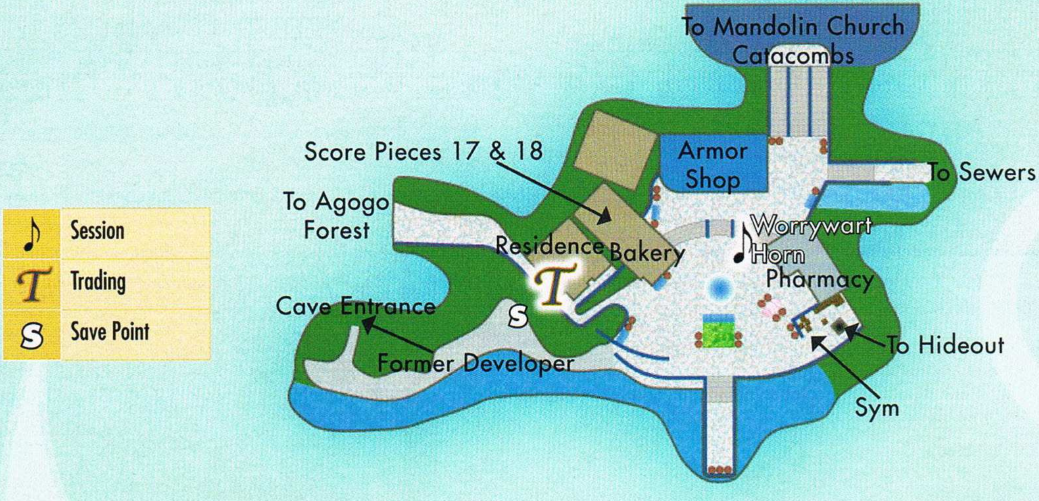
Dark Presence.

For defeating Fugue, the party receives **Brisingamen** and **Torquatus**. The party also moves up to Party Level 4!

"So much for Fugue."

Ritardando

SCORE PIECE 17,18



Back in Ritardando, head over to the Bakery. This time, instead of stealing bread, look around the shop to discover not one, but two **Score Pieces**!

Score Pieces 17 and 18 are in the bakery!

Worrywart Horn

Worrywart Horn is located near the fountain. One thing he isn't worried about is your performance! Use **Score Piece 3** for a duet to earn an A Rank and a **Cherry EZI**.

Former Developer
I may not look it, but I'm actually one of the original developers of mineral powder

He looks very frightened.

The townspeople indicate that there is a commotion over at the Mandolin Church so head over there to check it out. Once Allegretto leaves for Tenuto, Beat has a few things to take care of before you can enter the Catacombs. First, go down the beach to the cave and talk to the Former Developer there.

He reveals some interesting information about mineral powder and points the party in the right direction to learn more.

This begins a quest, so remember to talk to him. Next, walk toward the Hideout to locate Sym. After helping the children (see "Lib Needs some Help!"), return to the church to head into the catacombs.

Lib Needs Some Help!

One of the local children, Lib, is terribly sick and needs cold medicine. After talking to Sym, head to the Pharmacy and talk to the Salesman. It seems that she has just sold her last box, so head to the residence near the entrance to Agogo Forest.

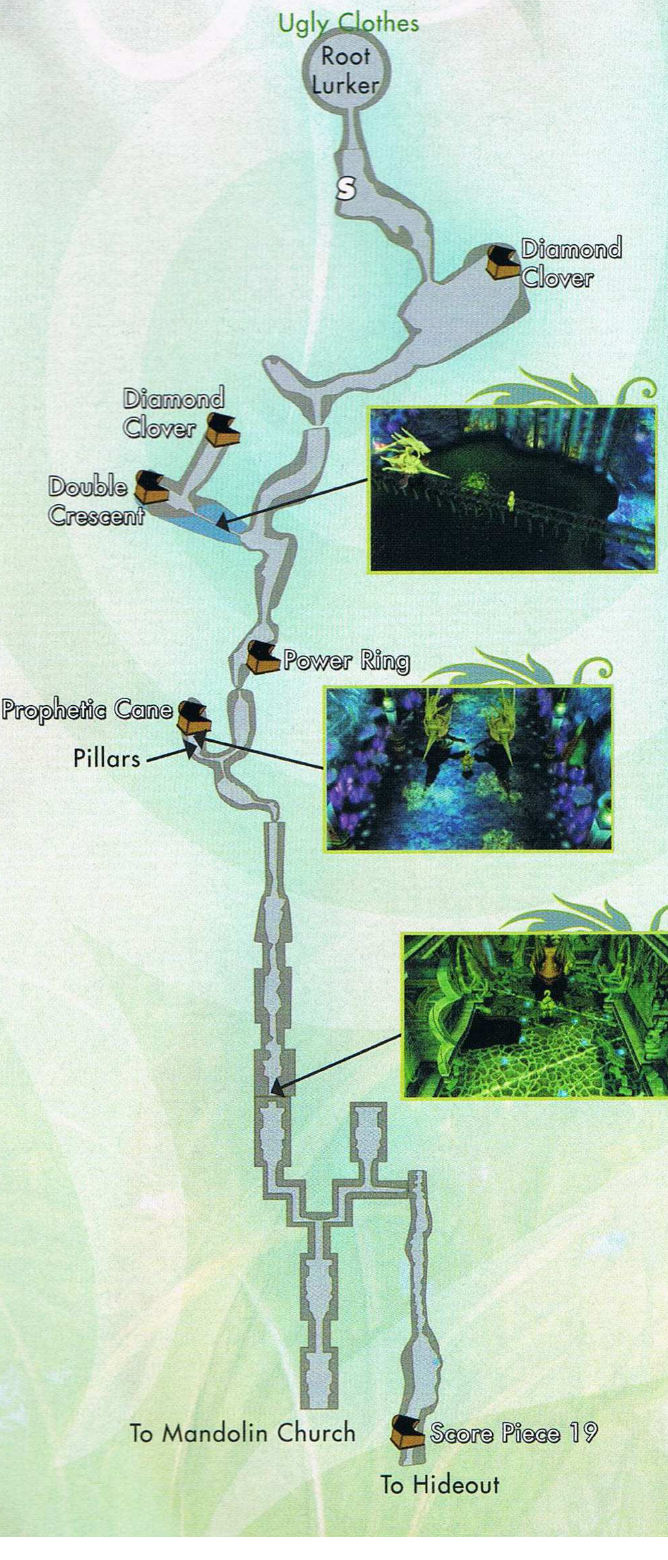
The woman inside purchased the last box of **Cold Medicine** and is willing to part with it for the **Power Ring** (a trade item from the Dry Fish in Adagio Swamp). If you don't have the Power Ring, you can acquire one in the Catacombs. If that's the case, simply return here later.

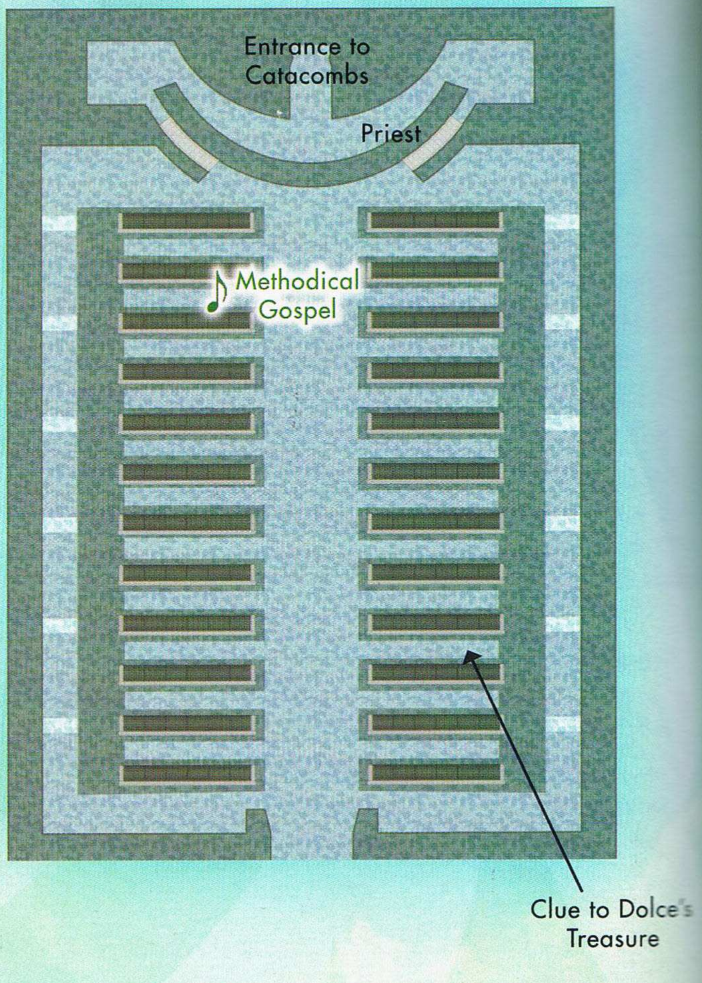
If you have the Power Ring, then visit the rear section of the sewers to deliver the medicine to Lib. Grateful, the children relinquish a **Spell Book** for helping them. This quest can be triggered by Allegretto in the Encore by warping back here from Baroque.

Mandolin Church Catacombs

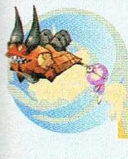
		PRIMARY		SECONDARY
VIOLA	LIGHT	Heal Arrow	LIGHT	Sacred Strike
	DARK	Bone Crumble	DARK	Bone Crumble
SALSA	LIGHT	Grand Slam	LIGHT	Grand Slam
	DARK	Deadly Orbit	DARK	Shadow Silhouette
MARCH	LIGHT	Super Nova	LIGHT	Full Moon Bind
	DARK	Aurora Curtain	DARK	Eclipse Gaze
BEAT	LIGHT	N/A		
	DARK	N/A		
FREDERIC	LIGHT	N/A		
	DARK	N/A		

SCORE PIECE 19


Ugly Clothes
Root Lurker
S
Diamond Clover
Diamond Clover
Double Crescent
Power Ring
Prophetic Cane
Pillars
To Mandolin Church
Score Piece 19
To Hideout

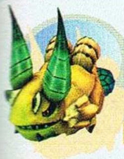

Entrance to Catacombs
Priest
Methodical Gospel
Clue to Dolce's Treasure

♪	Session
▨	Chest
S	Save Point



RUBY EYE

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
26	21310	186	155	75	13	900	55

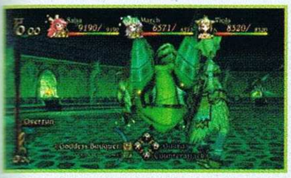


ORANGE FLOAT

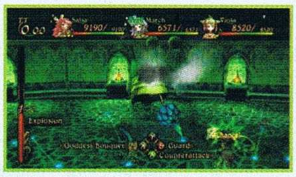
LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
26	21310	260	140	13	75	1050	10

Ruby Eyes and Orange Floats are two forms of the same creature and, as you might expect, they both attack in the same manner and they can heal.

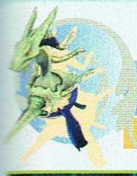
In addition to their charge move, Overrun, these monsters often use their favorite attack, Explosion or Cannon Shell. The creature hurries to place itself in front of a target, then unloads exploding cannon balls!



This Orange Float speeds toward the party with Overrun!

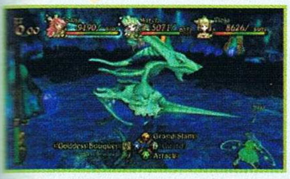


The Orange Float gears up for Explosion!



VIEGE

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
26	28790	219	96	50	50	1200	60

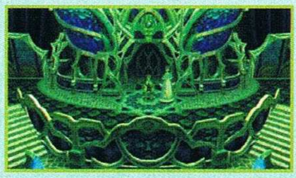


This horn isn't just for looks!

The Viege uses its sharp horn for its melee attacks, but it has an arsenal of special attacks (like Blow Vortex, its ranged breath attack) that it can call upon as well.

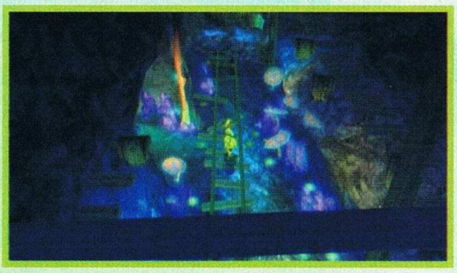
The battle area in the catacombs is mostly dark with small patches of light pooling around the candles set in the floor. Move Viola into the light during each battle. She can attack the creatures from range, as well as use her powerful Heal Arrow to keep Salsa and March in good health.

Talk with the priest to rest and renew your party's HP before entering the catacombs. The entrance to the catacombs is located through the doors behind the priest.



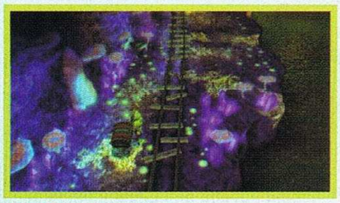
South Section

Walk all the way up until the hallway ends Ⓐ. Go right and follow the corridor to an intersection. Continue to the right to enter the East Section Ⓑ.

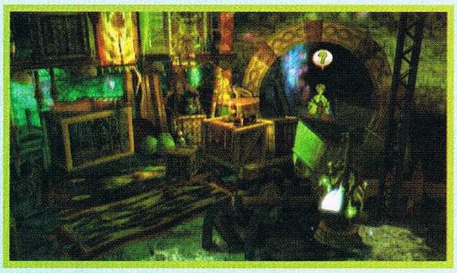


East Section

Keep heading down to find a chest with **Score Piece 19** on the left side.



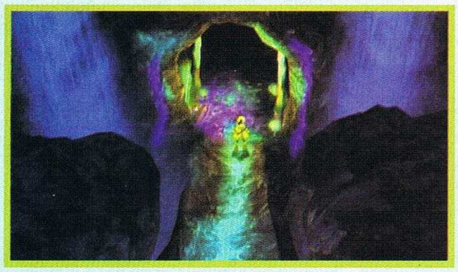
Another Score Piece!



It was always so close, but just out of reach.

Continue down to discover the Hideout Ⓒ! This is where you can access the chest that was visible from inside the Hideout. It contains a sword called **Scramasax**.

Retrace your steps back to the first intersection Ⓐ near the beginning. Go left and then up and travel through North Section Ⓓ to reach a cave.

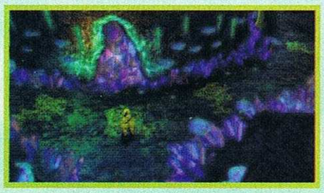


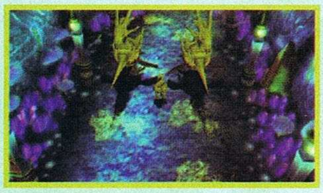
Proceed through the North Section.

Grotto South Section

After using the Save Point, head left and then up to reach the next intersection that has a large crystal. Go left to uncover a path leading up that has two monsters guarding six pillars and a chest Ⓔ.

After disposing of the monsters, look behind each pillar. Read the inscriptions, then loot the chest for a **Prophetic Cane.** Make a right at the large crystal. The passage turns and goes up, leading to Grotto Middle Section.



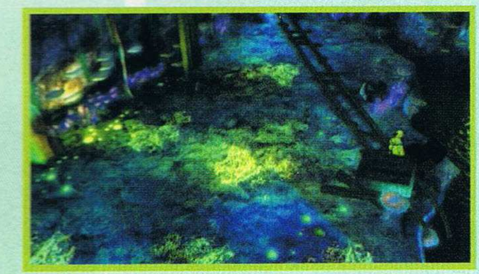


Read the Note!

Read **Pirate's Note 2** that you received the last time you faced Captain Dolce. These pillars are connected!

Retrace your steps, return to the beginning, and go back into the church. Proceed to the pew where the light is out, and search for the message on the back of the pew.

Grotto Middle Section

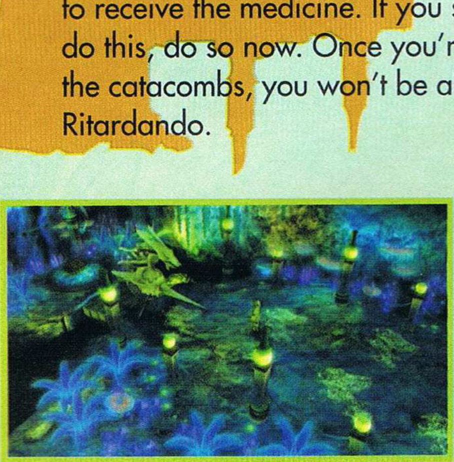


The Power Ring is located here.

From here, head up and to the right in this chamber to find a chest containing a **Power Ring**. Keep heading up to locate a large chamber.

Remember!

If you couldn't trade a Power Ring for the Cold Medicine in Ritardando, this Power Ring works just as well. Deliver it to the house to receive the medicine. If you still need to do this, do so now. Once you're finished in the catacombs, you won't be able to reenter Ritardando.



The Double Crescent is right behind it!

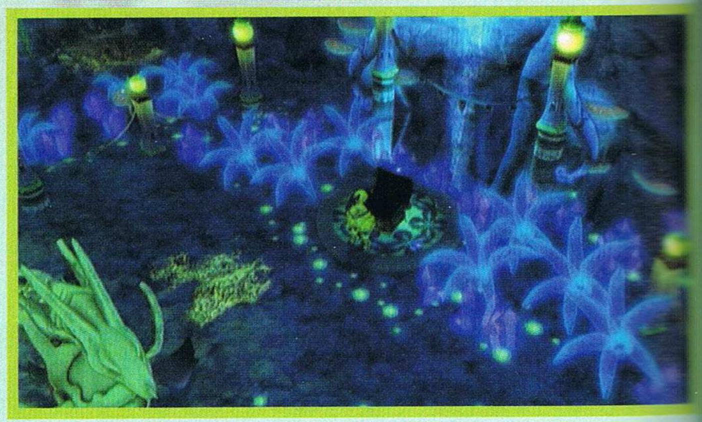
Follow the mine tracks to the left to reach dry ground, then travel to the left. Defeat the monster guarding the chest here to get the **Double Crescent**. Now head back and up and to the right to uncover a chest containing **Diamond Clover**.

Head back down and cross back over the mine tracks. Head up and follow the path around to stumble upon a large cave entrance.

Grotto North Section

Upon entering, locate the path to the left and the righ Take the right path to a large chamber filled with a lo of enemies. Dispose of them all to gain some major experience points!

Enter this chamber and travel to the upper-right corner o the room. Search the area for a chest with a **Diamon Clover** inside.



Here's another Diamond Clover.

Next, follow the north end of the room to the left to a passage leading up. Follow this passage as it leads up and to the left. This leads to a Save Point and another cave entrance. Save your game here because the thing that has been upsetting Ritardando lurks within this cave!

Make sure you explore the Grotto and Ritardando as thoroughly as possible, for once you defeat the boss the party returns to Baroque Castle.

ROOT LURKER

LVL	28	ATK	267	DEF % VS LIGHT	50	EXP	40,000
MAX HP	315,790	DEF	159	DEF % VS DARK	50	GOLD	800

Could this strange creature be what's causing all the noise in Ritardando?

This is no ghost! It is easy to see why the Root Lurker has been such a nuisance to the citizens of Ritardando. Maybe once you take care of this creature, they will forget all about the missing bread.

The Root Lurker can swiftly move across the battle field using Trip to Pain. It charges, striking anyone in front of it.

Its Roar attack causes area of effect damage that radiates from the monster's body. Bo Peep casts Passive on a target, making them unable to counterattack.

The Root Lurker's Deep Bite attack is a massive, multi-hit attack. This move can wipe out HP like no other, so keep your party's health topped off at all times! For defeating the Root Lurker, the party receives a **Crimson Brooch** and **Herebra**.

Salsa
March
Viola
Roar
Goddess Bouquet
Guard
Counterattack

Roar.

Almost Anything Could Be Hidden Back Here...

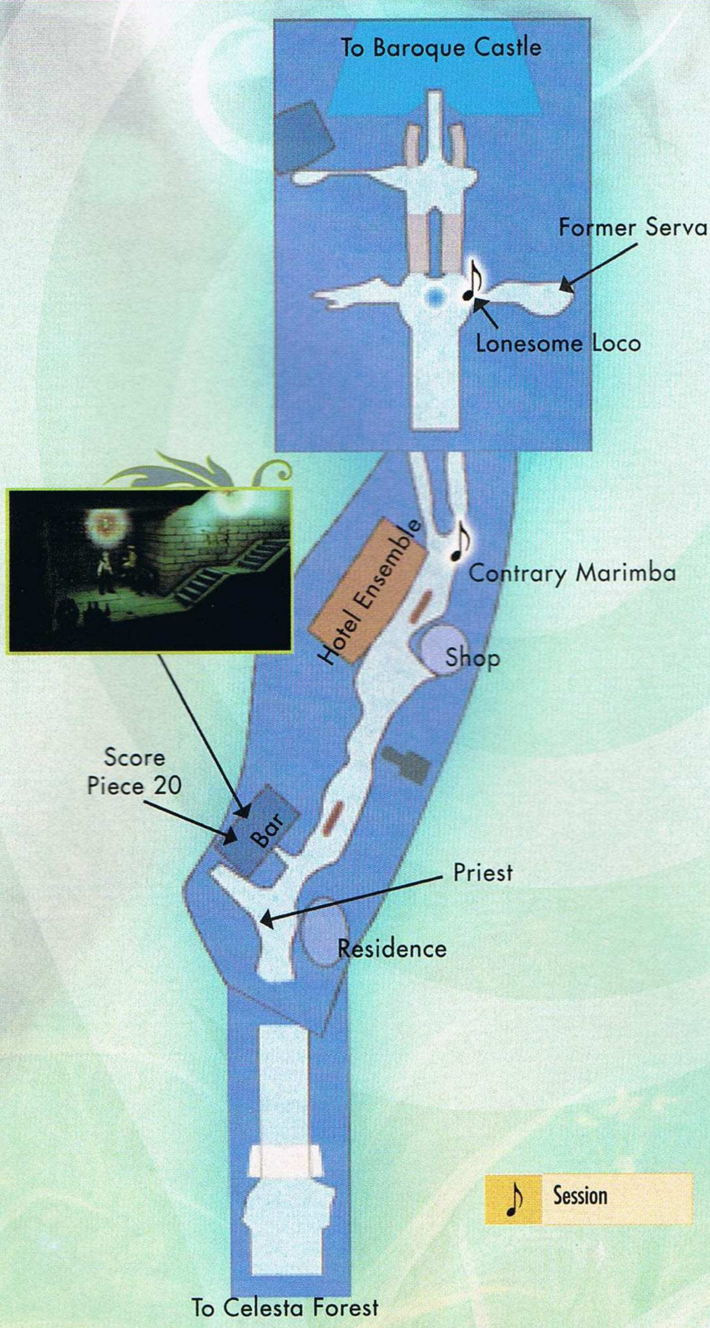
Encore Only

Unfortunately, it isn't a great treasure, just some **Ugly Clothes**. Check the crystal formation where you defeated the Root Lurker to pick up this item.

Baroque City

	Primary Light	Primary Dark	Secondary Light	Secondary Dark
ALLEGRETTO	Sky Divider	Shadow Assault	Sun Slash	Phantom Wave
POLKA	Orange Glow	Nether Wave	Earth Heal	Shade Comet
JAZZ	Heat Blade	Magma Pillar	Plasma Chains	Magma Pillar
BEAT	N/A	N/A		
FREDERIC	N/A	N/A		
MARCH	N/A	N/A		
SALSA	N/A	N/A		
VIOLA	N/A	N/A		

SCORE PIECE 20


To Baroque Castle
Former Servant
Lonesome Loco
Hotel Ensemble
Contrary Marimba
Shop
Score Piece 20
Bar
Priest
Residence
♪ Session
To Celesta Forest

Castle Gates

Lonesome Loco

Lonesome Loco is c-c-cold! This doesn't stop him from wanting to play a session, though. **Use Score Piece 15** to earn an S Rank and a **Sky Blue Brooch**!

"Where did that child's pendant go?"

Head to the right and talk with the Former Servant. She reveals some valuable information about Chord and the experiments with Mineral Powder.

After the conversation, venture inside Baroque Castle and go up the first set of stairs on the left. Take the second door on the left to reach Shallow Sweet.

Shallow Sweet

Shallow Sweet believes he is the handsomest man in the Baroque, second to the Prince, of course! This may or may not be true, but he is a talented musician! Play **Score Piece 12** to earn an A Rank and **EZI Pajamas**!

The Wine Cellar.

Exit the castle and travel into the town and stop at the shop, purchasing any upgrades. The shop has new equipment in stock, so check it out. Visit the bar in Baroque and stop at the Wine Cellar to see an Employee. When talking to him, say "Lately. Dolce's Skin is starting to sag."

CAPTAIN DOLCE AND CREW

LVL	28	ATK	284	DEF % VS LIGHT	50	EXP	25,000
MAX HP	290,530	DEF	120	DEF % VS DARK	50	GOLD	1000

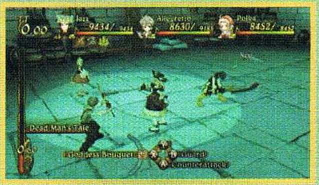
"Who's getting wrinkly? Hmmm?"

First Lieutenant

LVL	28	ATK	221	DEF % VS LIGHT	50	EXP	30,000
MAX HP	31,580	DEF	159	DEF % VS DARK	50	GOLD	0

Second Lieutenant

LVL	28	ATK	221	DEF % VS LIGHT	50	EXP	30,000
MAX HP	31,580	DEF	159	DEF % VS DARK	50	GOLD	0



Lure the crew close to Dolce to build up Echoes more quickly when your attacks hit more than one foe. Make sure that Polka uses her Earth Heal toward the end of each of her turns.

The key to fighting Dolce is blocking her special attacks. Dead Man's Tale can cause anywhere from 3000 to 6000 damage, making it by far her deadliest move.

After defeating her, she drops a **Werewolf Choker**. The Pirates also drop a chest with a **Peace Earring**.

Don't Let the Scurvy Dogs Get Away This Time!

Encore Only

Upon defeating Dolce and her crew, the party captures one of the pirates! He relinquishes **Pirate's Paper 3**, thus providing another clue to the treasure's location.

After your battle with Dolce, the Employee is gone. Examine the barrels where he was sitting to find **Score Piece 20**! Exit the bar and talk to the priest outside to learn about Aria Temple. Walk past the priest and exit the city to reach Celesta Forest.

Werewolf Choker

The Werewolf Choker increases a character's ability to build up Echoes, so equip it on someone right away!

What to Do With a Glass Ball?

Encore Only

Show the newly acquired **Glass Ball** to the priest and he states to take it to the top of Aria Temple.

Celesta Forest

ALLEGRETTO

	PRIMARY	SECONDARY
LIGHT	Starlight Blast	Sun Slash
DARK	Shadow Assault	Phantom Wave

POLKA

	PRIMARY	SECONDARY
LIGHT	Orange Glow	Earth Heal
DARK	Nether Wave	Shade Comet

JAZZ

	PRIMARY	SECONDARY
LIGHT	Heat Blade	Plasma Chains
DARK	Geo Blade	Magma Pillar

BEAT

LIGHT	N/A
DARK	N/A

FREDERIC

LIGHT	N/A
DARK	N/A

MARCH

LIGHT	N/A
DARK	N/A

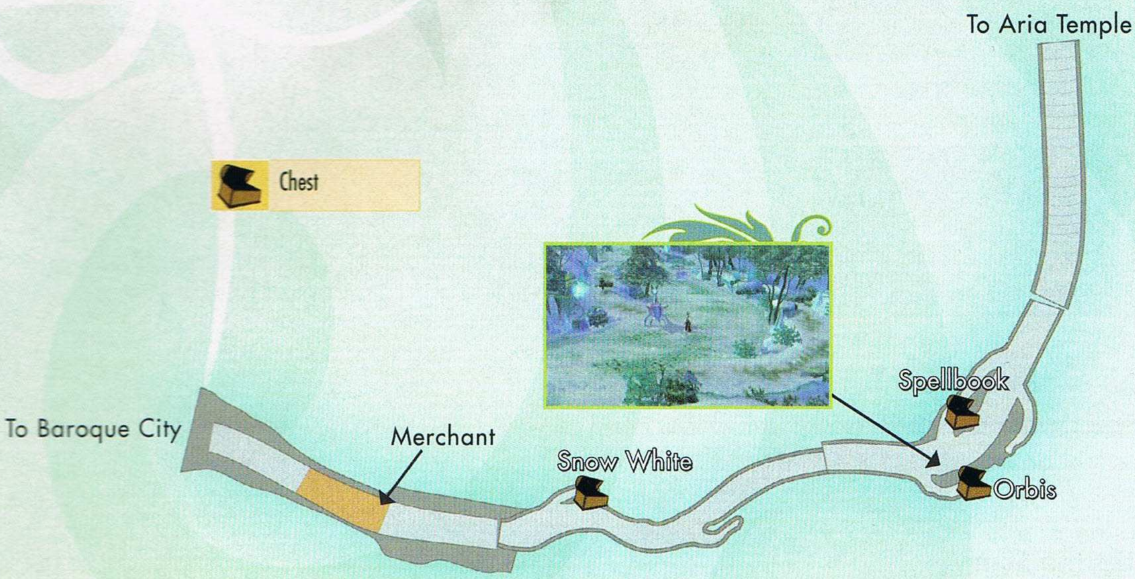
SALSA

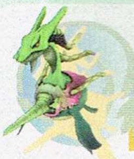
LIGHT	N/A
DARK	N/A

VIOLA

LIGHT	N/A
DARK	N/A

SCORE PIECE
21



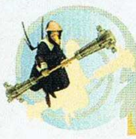


FLAMEA

LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
28	37900	196	104	75	13	1900	70

Chill Vortex.

The Flamea fiercely defend their home from intruders! Be on the lookout for moves like Ice Breath and Chill Vortex. These moves hit pretty hard, so watch your party's HP at all times. If these foes venture into the shadows, they turn into White Pearls.

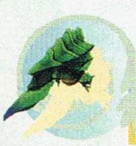


ANATHEMA

LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
29	21790	145	108	50	50	2400	80

Visitantia.

By now, the twisted creatures created by the misuse of Mineral Powder are no strangers. This stronger version fights very much like its weaker counterparts, but this version wields a more powerful mace and deadlier attacks.



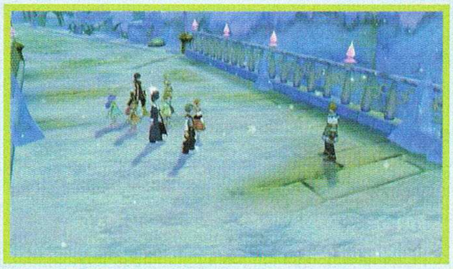
WHITE PEARL

LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
29	36980	231	149	13	75	2250	20

Azure Ram.

The White Pearl's bony, sword-like nose gives it a fierce appearance that matches its demeanor! Watch out for its attacks like Tidal Gore and Overturn, which can hit a party member at a distance.

One of this creature's most used attacks is Azure Ram, which sends the White Pearl diving toward its prey in an attempt to impale its target with its horn.



After crossing the bridge, a merchant asks the party if they are going to Aria Temple. He states that the Aria Temple Key is needed to gain access. To get the key, simply speak with the Magic Researcher.

Return to Baroque and enter the castle, then go up to the Laboratory to speak with the Magic Researcher. Trade the **Spell Book** for the **Aria Temple Key**.

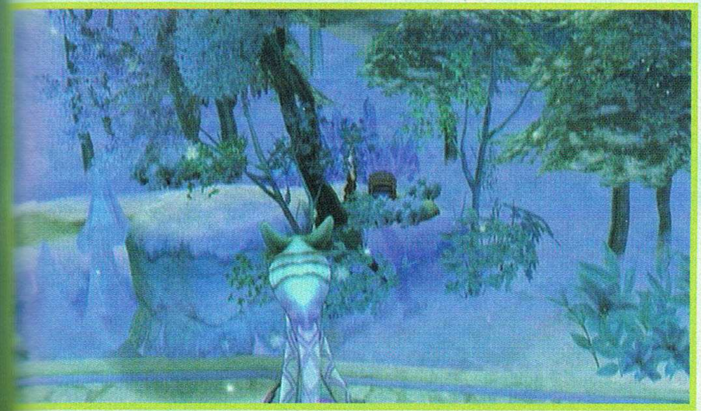
Spell Book? What Spell Book?

If you didn't complete the trading quest in Ritardando, don't worry. There is another copy of the Spell Book in Celesta Forest, and the Magic Researcher is just as happy with it.

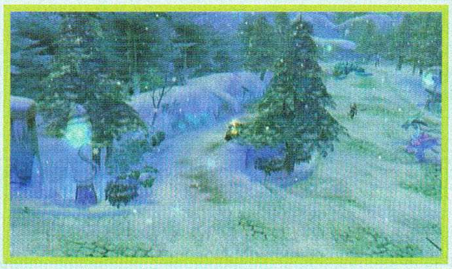
Head back to Celesta Forest and speak with the Merchant on the bridge. He now hands over **Score Piece 21**! Continue down the path to reach the West Side.

West Side

Follow the path to a small branch, which leads to a chest containing a **Snow White**. Return to the main path and venture deeper into the forest.



Middle



The Spell Book

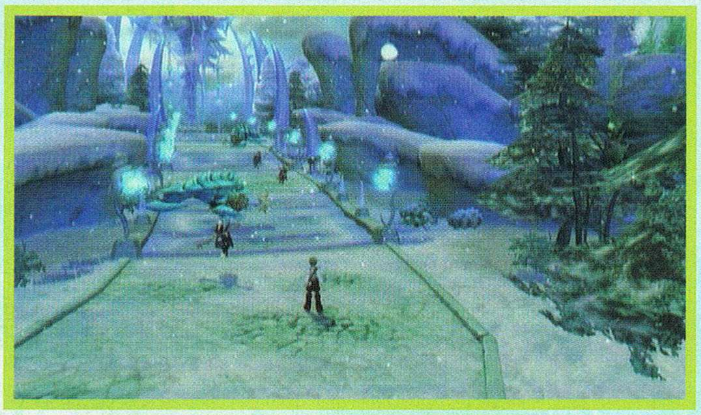
There is a little path off to the right with a chest containing **Orbis,** a good upgrade for Salsa. After pilfering the chest, step off the main path to the left to reach another chest guarded by Anathema. This chest contains a **Spell Book.** Return to the main path and continue down the road.

The Spell Book!

If you didn't acquire the Aria Temple Key from the Magic Researcher earlier, return to him now and trade for it.

East Side

Continue to follow the path, but be prepared to fight at any moment. This area is heavily populated by monsters, so be careful. The path turns into a straight road leading to the Aria Temple Entrance.

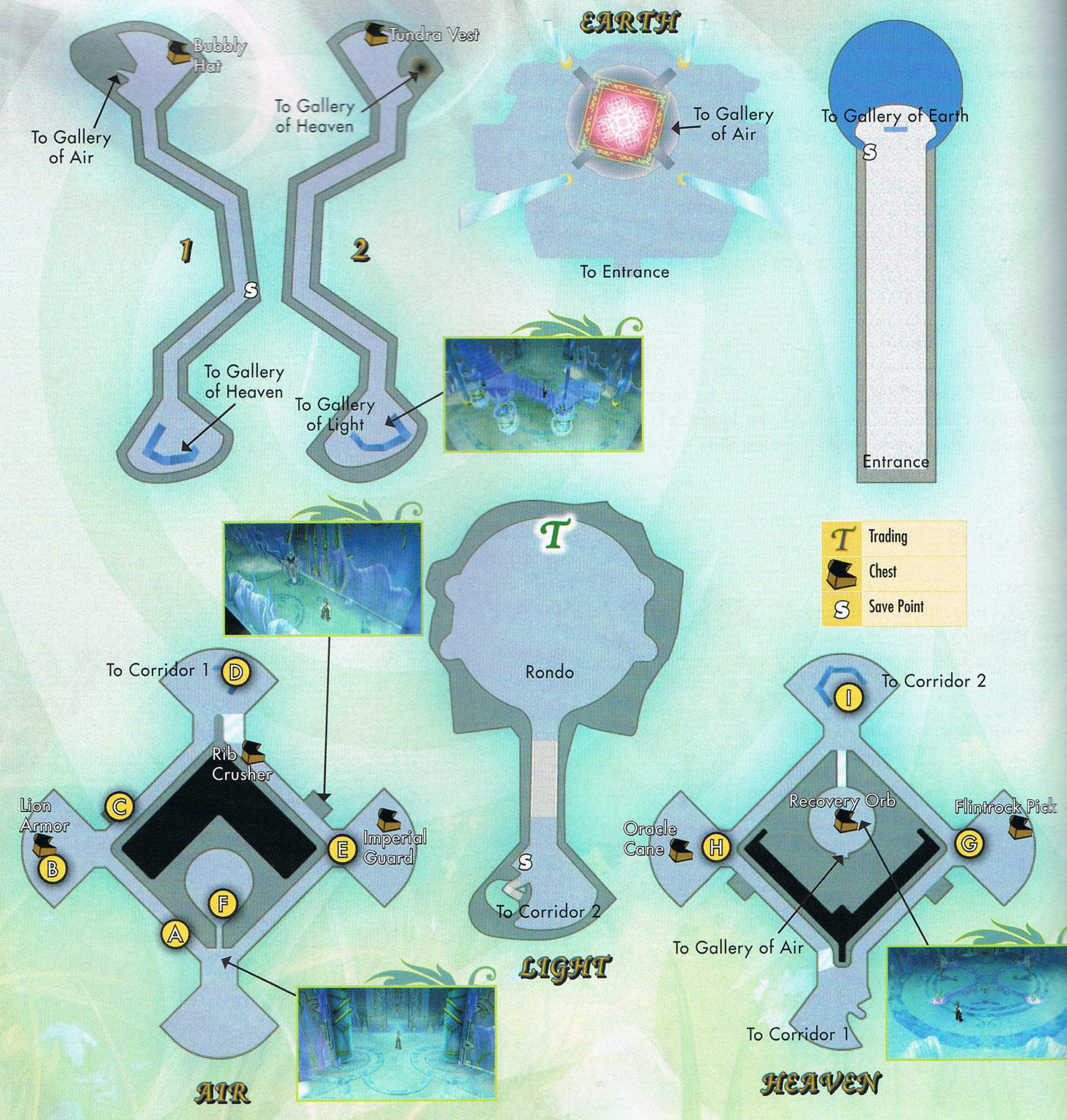


Aria Temple is visible in the distance.

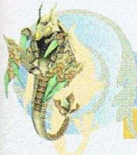
Aria Temple

Character		PRIMARY	SECONDARY
ALLEGRETTO	LIGHT	Starlight Blast	Sun Slash
	DARK	Shadow Assault	Phantom Wave
POLKA	LIGHT	Pure Geyser	Earth Heal
	DARK	Nether Wave	Nether Wave
JAZZ	LIGHT	Heat Blade	Plasma Chains
	DARK	Geo Blade	Magma Pillar

Character		
BEAT	LIGHT	N/A
	DARK	N/A
FREDERIC	LIGHT	N/A
	DARK	N/A
MARCH	LIGHT	N/A
	DARK	N/A
SALSA	LIGHT	N/A
	DARK	N/A
VIOLA	LIGHT	N/A
	DARK	N/A


Bubbly Hat
To Gallery of Air
1
S
To Gallery of Heaven
Tundra Vest
To Gallery of Heaven
2
To Gallery of Light
EARTH
To Gallery of Air
To Entrance
To Gallery of Earth
S
Entrance
T
Rondo
S
To Corridor 2
LIGHT
To Corridor 1
D
Rib Crusher
C
Lion Armor
B
E
Imperial Guard
F
A
AIR
To Corridor 2
I
Recovery Orb
Flintrock Pick
Oracle Cane
H
G
To Gallery of Air
To Corridor 1
HEAVEN

T	Trading
▣	Chest
S	Save Point

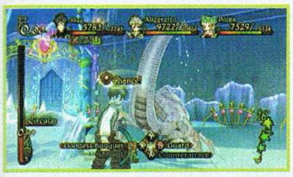


SORBIE

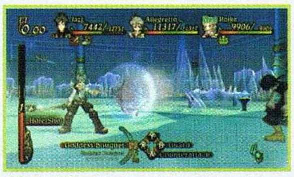
LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
30	31720	260	112	75	13	2800	50

Although a fairly large creature, the Sorbie moves with surprising speed. This is especially the case when performing its Circular move. The Sorbie quickly spins around, delivering a sharp hit with its tail.

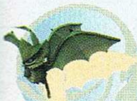
These monsters can also roll up in a ball, leaving only their armored back exposed, blocking any incoming attacks. They also use this method to perform Hole Shot, a move in which they hurtle themselves at their target. Sorbies turn into Ice Melodies when they reach the shadows.



The Sorbie's Circular attack hits hard!

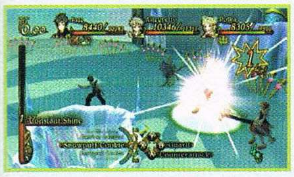


Hole Shot!



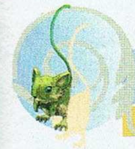
ICE MELODY

LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
31	18700	231	124	75	13	3050	50



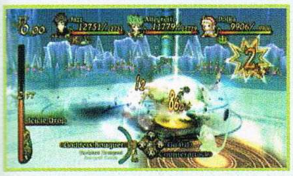
These cute little bats look like they could be someone's pet, right down to the little collar. But looks can be deceiving. Ice Melodies may be smaller than their Sorbie cousin, but they are just as vicious. Watch out for their Brush Drive, a powerful dive attack.

These creatures can cast Constant Shine, which surrounds your party in a pool of light. This enables the Ice Melodies to turn into Sorbies if you are standing too close to them, so be ready.



ICICLE EATERS

LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
32	22480	252	183	100	0	3340	130

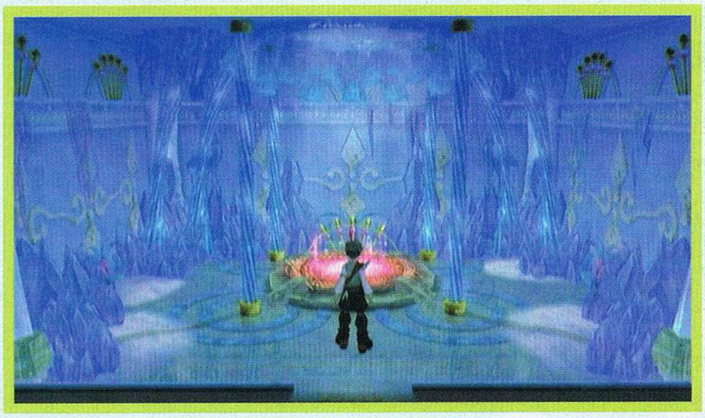


Much like the Ice Melody, this furry rodent is much tougher than it looks. Like their ratty cousins, an Icicle Eater can perform Ratty Heal and Ratty Charge. In addition, this foe has Icicle Drop, an area effect ranged attack.

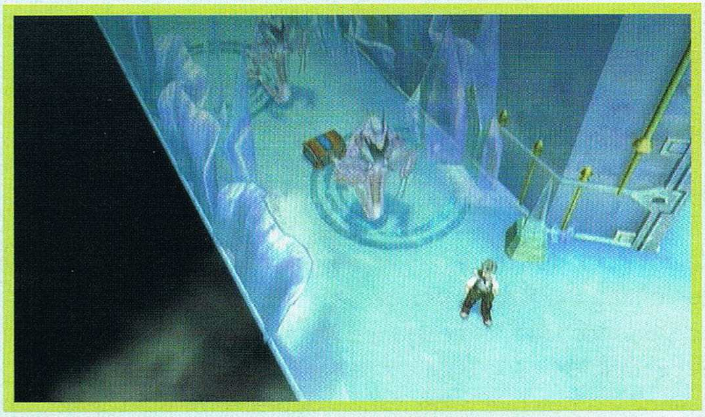
There is a Save Point right prior to the Temple's entrance. Approach the door and enter.

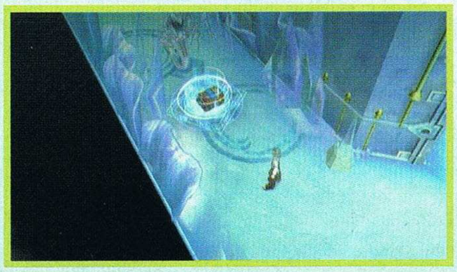
Gallery of Earth

Step onto the red teleporter to rise up to the next floor.

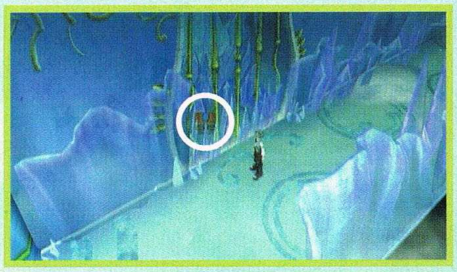


Gallery of Air

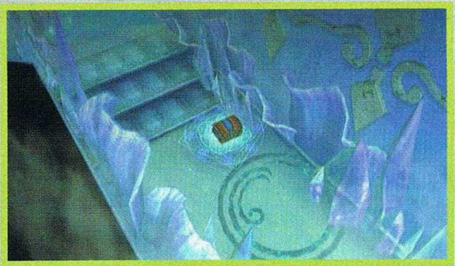




Walk up to reach an intersection. Go left to reach a chest Ⓐ. After defeating the Sorbie guarding it, the chest teleports to another location Ⓑ!

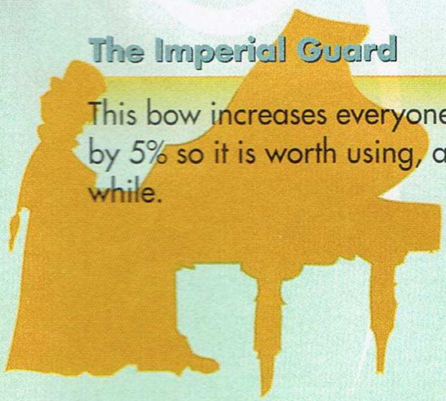


Continue along the left path to find another intersection. Travel the upper-left path, which opens into a room. Open the chest here to get **Lion Armor**. Take the pathway from this room to the right and notice the chest behind a gate.



Continue past this and find the large room with a staircase. Behind one of the pillars Ⓓ is a Sorbie. Defeat the Sorbie to make the chest you just passed teleport to a new location.

Return to the first intersection and go right to enter a room Ⓔ with two creatures. Defeat them both and then exit the room and enter the left hallway. Defeat the creature guarding the gate here where you see a chest. After vanquishing the guard, the chest teleports into the room Ⓔ you were just in. It contains **The Imperial Guard**.



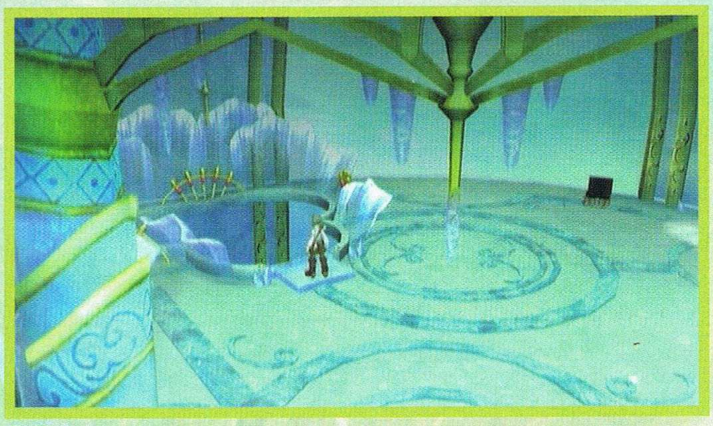
The Imperial Guard

This bow increases everyone's experience by 5% so it is worth using, at least for a little while.

Return back down the hall to the left to uncover a chest containing the **Rib Crusher**. This is a great weapon upgrade for Jazz, although it does slow his movement in combat. Proceed up the small steps, then slide down a small ice patch into the room with the large staircase. Now it's time to go up the stairs.

Corridor

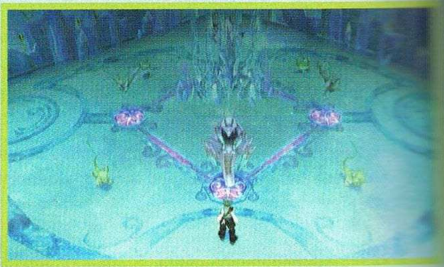
Locate the chest and plunder it for a **Bubbly Hat**, which increases a character's speed by 10%. Go back down the stairs into the Gallery of Air.



Climb the stairs.

Gallery of Air

Head to the four-way intersection at the beginning of the level and enter the center room Ⓕ. This room contains eight groups of creatures.

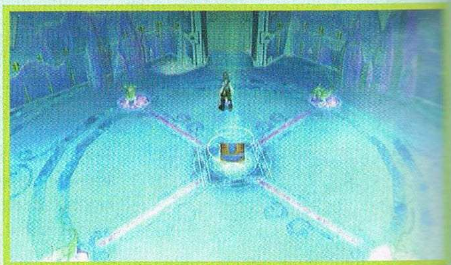


Only attack the creatures on the glowing circles!

Do not attack any of the Icicle Eaters; instead, only attack the ones that are on the glowing circles. After defeating all four groups on the glowing circles, a gold rope appears in the center of the room. Climb the rope up.

Gallery of Heaven

This room is identical to the previous room, except this time the Icicle Eaters are on the glowing circles. Do not fight the Icicle Eaters, but instead attack the other four groups of creatures.

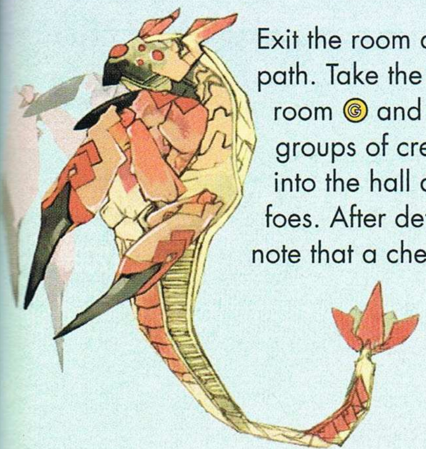


Recovery Orb!

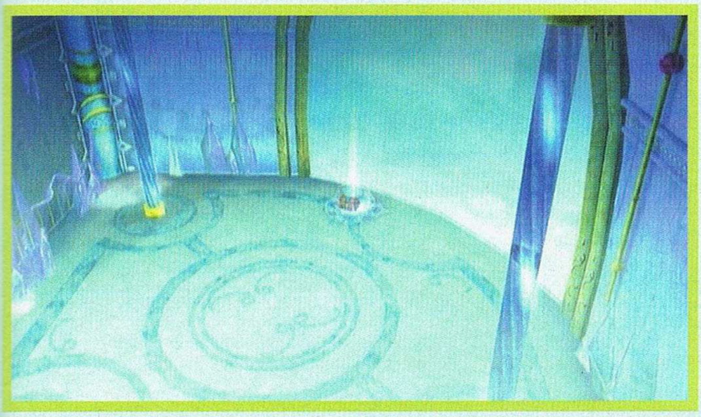
After defeating these four groups, a chest appears in the center of the room containing a very powerful item—a **Recovery Orb**. Take the item, then defeat the four groups of Icicle Eaters.

Oops!

If you make a mistake and attack the wrong creatures, you must leave the level and reenter it to reset the foes.

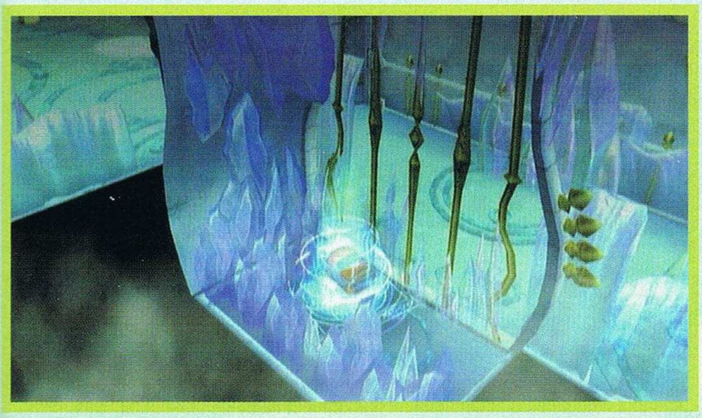


Exit the room and slide down the icy path. Take the right path into a large room Ⓖ and dispose of the two groups of creatures. Head down into the hall and fight some more foes. After defeating the first one, note that a chest teleports.



Before you defeat the second creature, go back into the room from which you left Ⓖ and loot a **Flintrock Pick** from the new chest. If you defeat the creature first, the chest will teleport to a different area.

Take the left path to the intersection, then keep heading left. When this opens into a large room Ⓗ, defeat the three groups of enemies. When the foes are history, another chest teleports into the room. This one contains the **Oracle Cane**.



Defeat all of the enemies to access the chest!

Lastly, proceed up the right pathway and up again to reach the room with the stairs Ⓘ. Take the stairs into the next Corridor.

Corridor

Locate the chest and open it for a **Tundra Vest**. Exit the room and follow the corridor to a large room with stairs, which leads to the Gallery of Light.

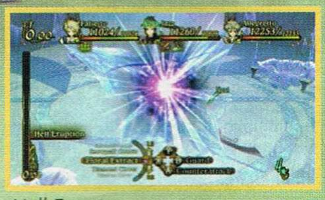
Gallery of Light

Upon entering the Gallery of Light, use the Save Point and prepare for a boss fight. Make sure that you have plenty of recovery items loaded in your item set.

Falsetto Returns!

RONDO

LVL	33	ATK	284	DEF % VS LIGHT	50	EXP	77,000
MAX HP	467,980	DEF	189	DEF % VS DARK	50	GOLD	1200



Hell Eruption.

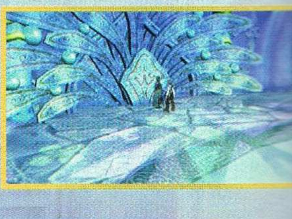
When the battle begins, Falsetto joins your party. Rondo is a tough foe with a lot of HP, plus she deals a good amount of damage.

Her Fer De Lance is a powerful melee attack. Rondo also performs Bombardment, an area of effect attack in melee range around her.

One of Rondo's most impressive attacks is Hell Eruption. She incases the target in ice, only to shatter the ice crystal around them, causing massive damage. For defeating Rondo, the party receives a **Heart Pendant** and **Death's Head**.

Encore Only

Imbuing the Glass Ball



Speak with the Shade of a Priest at the top of the temple. He imbues your **Glass Ball** with spirit energy, making it an **Orb**!

Baroque City

After defeating Rondo, the party returns to Baroque. Head into the castle and go up the stairs to the right. Head down the hallway to find Crescendo's room, which is the only one with a guard. Enter it to learn that the Prince isn't there.

Go back down the hall and take the path that circles around. Go down three doors (find the purple rug) to enter Serenade's room. This is where the party learns that Crescendo and Serenade have gone to Forte to surrender! The party also receives the **Warp Room Key**.

Session Performances

Before leaving the castle, walk through the Audience Chamber to reach the Side Garden to play with Conceited Choir. Visit the inn to perform a session with Granny's Girl Quena afterward.

Exit the castle and proceed to the left to the small building. Use the **Warp Room Key** to reach the Warp Room. Save your game at the Save Point before entering the teleporter. Step onto the teleporter to reach the To Coda Ruins.

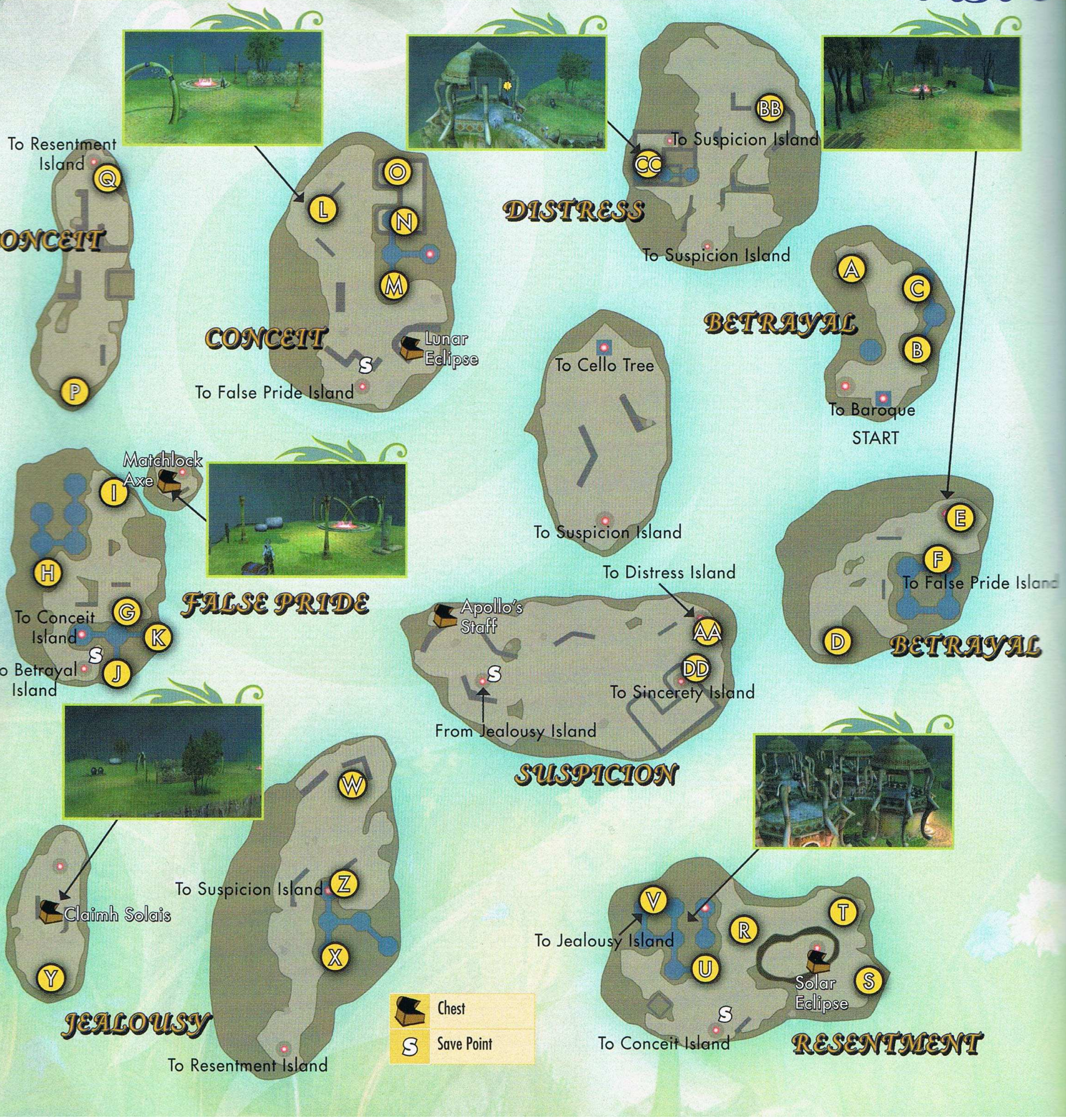
Encore Only

The Warp Room

After receiving the Warp Room Key, use the Warp Room to teleport to any location you have previously visited.

To Coda Ruins

Character	Primary LIGHT	Primary DARK	Secondary LIGHT	Secondary DARK
ALLEGRETTO	Starlight Blast	Shadow Assault	Sun Slash	Phantom Wave
VIOLA	Heal Arrow	Hawk Eye	Sacred Strike	Bone Crumble
FALSETTO	Snow Claw	Howling Thunder	Shadow Beam	Night Fist
BEAT	N/A	N/A		
FREDERIC	N/A	N/A		
JAZZ	N/A	N/A		
MARCH	N/A	N/A		
POLKA	N/A	N/A		
SALSA	N/A	N/A		



To Resentment Island
Q
CONCEIT
P
L
O
N
M
CONCEIT
Lunar Eclipse
S
To False Pride Island
DISTRESS
BB
CC
To Suspicion Island
To Suspicion Island
A
C
B
BETRAYAL
To Baroque
START
To Cello Tree
To Suspicion Island
Matchlock Axe
I
H
G
K
J
S
To Conceit Island
To Betrayal Island
FALSE PRIDE
E
F
To False Pride Island
D
BETRAYAL
To Distress Island
Apollo's Staff
S
AA
DD
To Sincerety Island
From Jealousy Island
SUSPICION
W
To Suspicion Island
Z
X
Claimh Solais
Y
JEALOUSY
To Resentment Island
V
T
R
U
To Jealousy Island
Solar Eclipse
S
S
To Conceit Island
RESENTMENT
Chest
S Save Point

DARK ANTIQUES

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
36	16000	197	290	0	100	4790	80

Much like their Light and Fire counterparts, Dark Antiques move quickly and attack often. Their Black Circle attack inflicts Stop on the target, which causes a delay in movement when his or her turn begins.

Black Stab.

Black Circle

Black Circle.

STRONG GLORY

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
37	37120	281	192	13	75	5250	90

Debacle.

The Strong Glory foe attacks from range with Golden Ram, a shooting attack that hits the target and anyone directly behind it.

This creature can also use Overturn, which damages the target and flips the monster over, moving it away at the same time.

One of this foe's most devastating attacks is Debacle. The Strong Glory sends a wave of energy surging toward the target, hitting anything in its path. The Strong Glory prefers the shadows and becomes an Ancient Fish when it ventures into the light.

ANCIENT FISH

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
36	31990	281	187	75	13	5000	90

Fiery Revolution

Fiery Revolution.

The Ancient Fish use similar moves to other creatures of this type. One of their favorite attacks is Fiery Revolution. This area of effect attack radiates from the Ancient Fish and hits anyone nearby.

OOPARTS

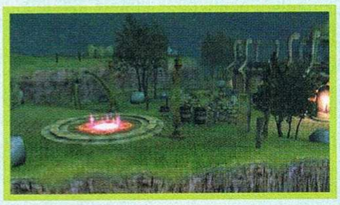
LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
34	17850	228	439	50	50	4440	150

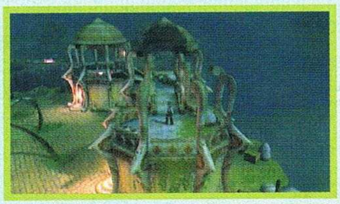
To perform Popper, the OOPARTS flies up into the air and fires. With Left Drill, this monstrosity delivers a powerful punch to a target.

Popper.

Left Drill.

Go to the right and past the ruins toward a teleporter Ⓐ to the upper left. Step onto the teleporter to zip to the roof of the buildings to the right Ⓑ. Step across the roofs to reach the next teleporter Ⓒ, which transports the party to the next island.





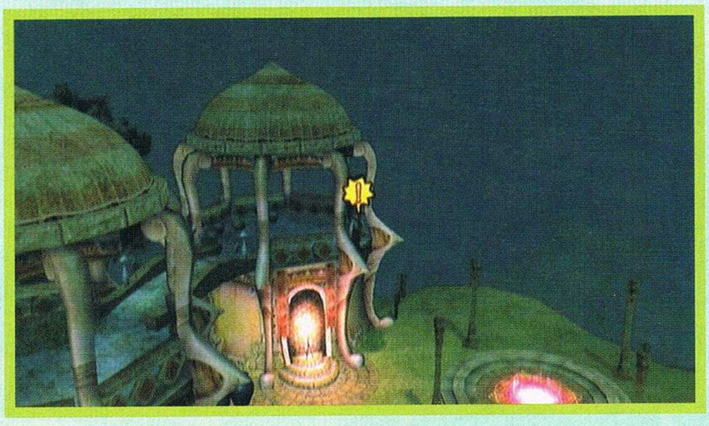
Use the teleporter to reach the roof.

Betrayal Island

Go down the ramp and head up and to the right (to the left of the ruins) to access the next teleporter Ⓔ. This one takes the party to the top of the ruins you just walked past. Walk across the ruins to the next teleporter Ⓕ, but make sure to stop and read the plaque to the left. Step on this next teleporter to reach False Pride Island.

False Pride Island

Head to the left and travel up among the buildings. Turn toward the right to see a teleporter Ⓖ. Step onto it to reach the buildings on the left Ⓗ. Jump off near the teleporter when you're finished. Step onto the next teleporter Ⓘ to access the buildings to the right.



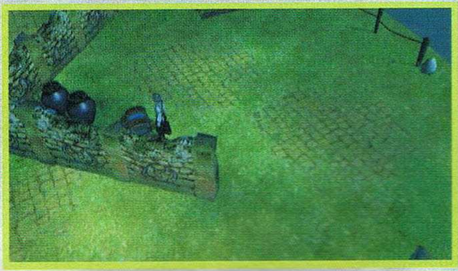
Jump down here.

There are two teleporters here. Proceed to the one on the right-hand side Ⓚ and take it to reach a chest containing the **Matchlock Axe**. Take the teleporter back to the roof, then cross over to the left teleporter.

↳ Pillar !

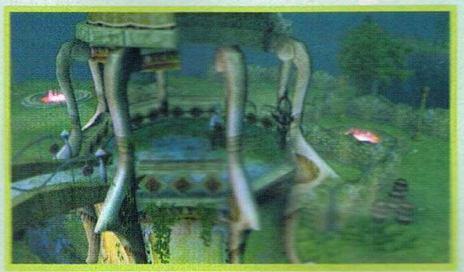
Conceit Island

Walk up and to the right and behind a wall to find a chest containing the **Lunar Eclipse**.

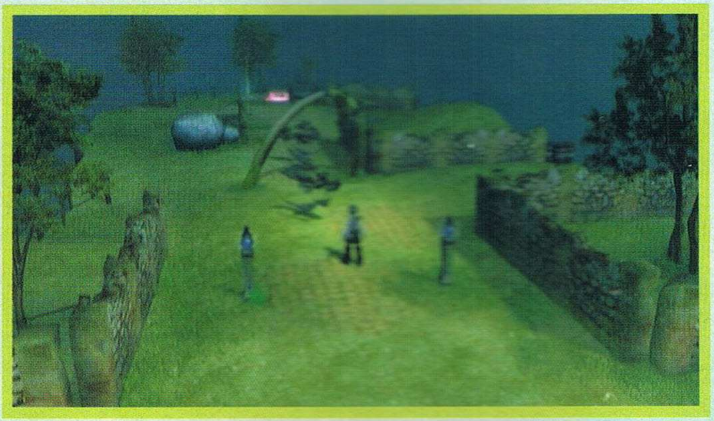

The Lunar Eclipse is here.

Head back around the wall into the large open area near the ruins. Follow the cobblestone road up and to the left to discover another teleporter Ⓛ. This one deposits the party on top of the buildings you just passed Ⓜ.

Do *not* take the teleporter to the right, as it just leads back to the ground. Instead, keep heading straight to arrive on top of a house that has a jump off point Ⓝ.

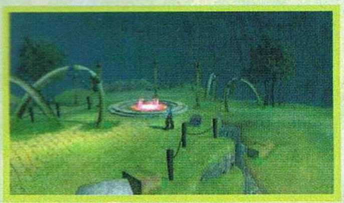


Jump down into a walled area with a teleporter Ⓞ and use it to find another area of land Ⓟ. Head up the road to reach the next teleporter at the end. Don't forget to read the post to the left before using the teleporter.


Follow the road to reach the next teleporter.

Resentment Island

Head forward past the teleporter Ⓡ, then turn right. Follow the path as it circles around and heads down. Stay on this path to access another teleporter. This one leads to the middle area and a chest with **Solar Eclipse**, a weapon for March.

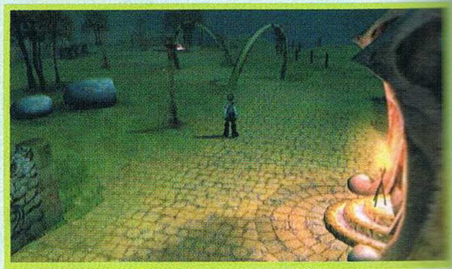

Solar Eclipse!

Step on the teleporter near the chest to enter the main pat Ⓣ. Walk left toward the teleporter that you initially pass and step on it to reach the rooftops of the ruins Ⓤ.

Head left to the next roof and continue up. Turn left aga and travel up to reach the next teleporter Ⓥ. Read the pillar before moving onward!

Jealousy Island

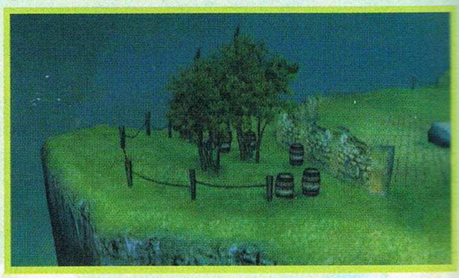
Follow the path past the buildings to reach the next teleporter Ⓦ, which goes to the roof. Go in the left teleporter Ⓧ. Once you emerge, go down the road to the right to find a chest with **Claimh Solais**. Next, return through the teleporter Ⓨ. This time take the teleporter on the right.


Follow the path to the next teleporter!

Pillar!

Suspicion Island

Save your game, then go left from the teleporter to reach a brick wall. Go above and behind it where you see some trees and barrels and search behind them for the **Apollo's Staff**.

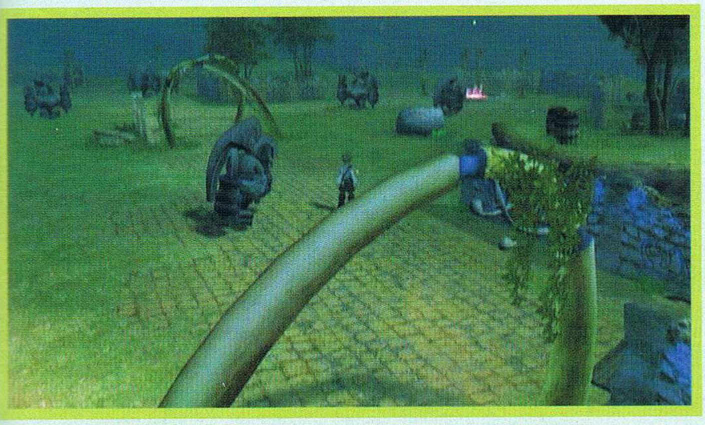

The chest is difficult to spot.

Retrace your steps back to the Save Point and follow the path to the Teleporter (AA). Read the pillar here before continuing onward!

Distress Island

This entire area is swarming with OOPARTS, so be ready o do a lot of fighting!

Head up and to the right and step into the teleporter to access a roof. Head up to reach a jump off point ◎, then jump down to find a small, walled-off area with more OOOPARTS and a teleporter. Read the pillar.

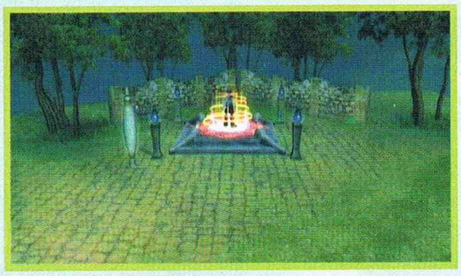


Suspicion Island

The last teleporter takes the party back to Suspicion Island in the small, walled-off area. Head to the teleporter, read the pillar, and step through.

Sincerity Island

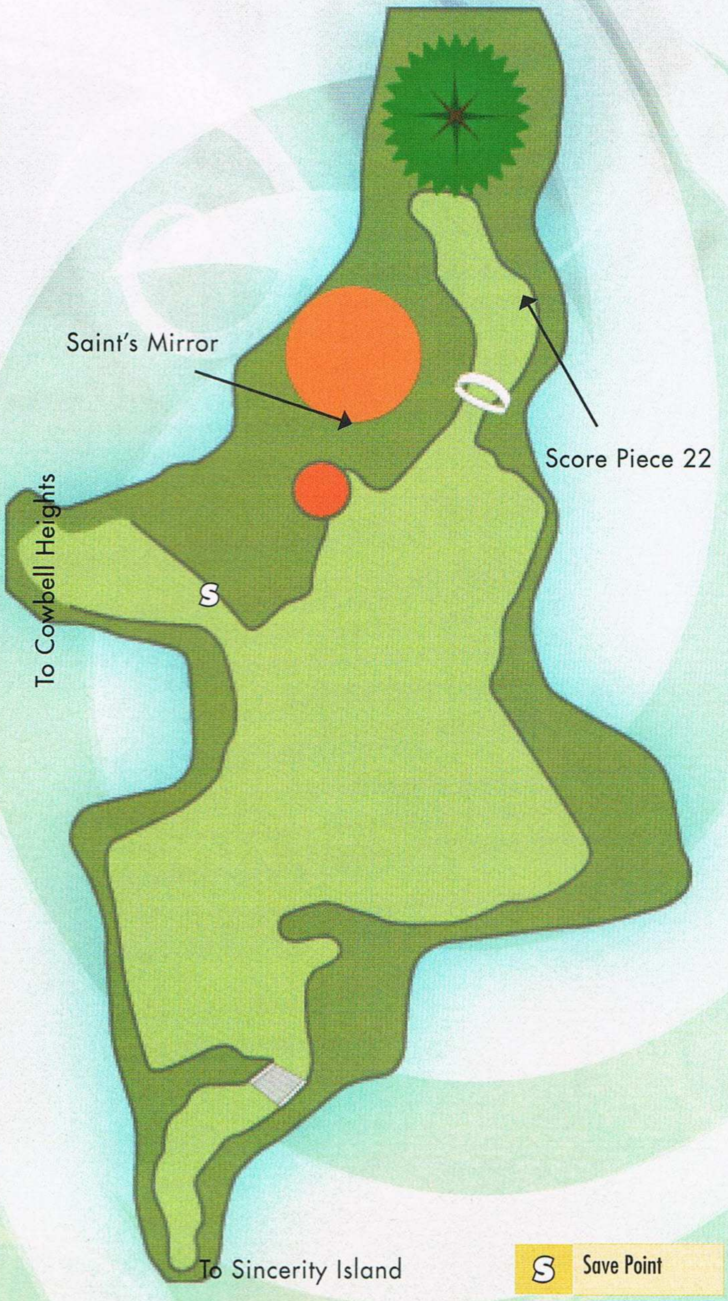
Walk toward the teleporter and read the pillar before leaving these ruins behind.



Cello Tree

SCORE PIECE

22


Saint's Mirror
Score Piece 22
To Cowbell Heights
S
To Sincerity Island
S Save Point

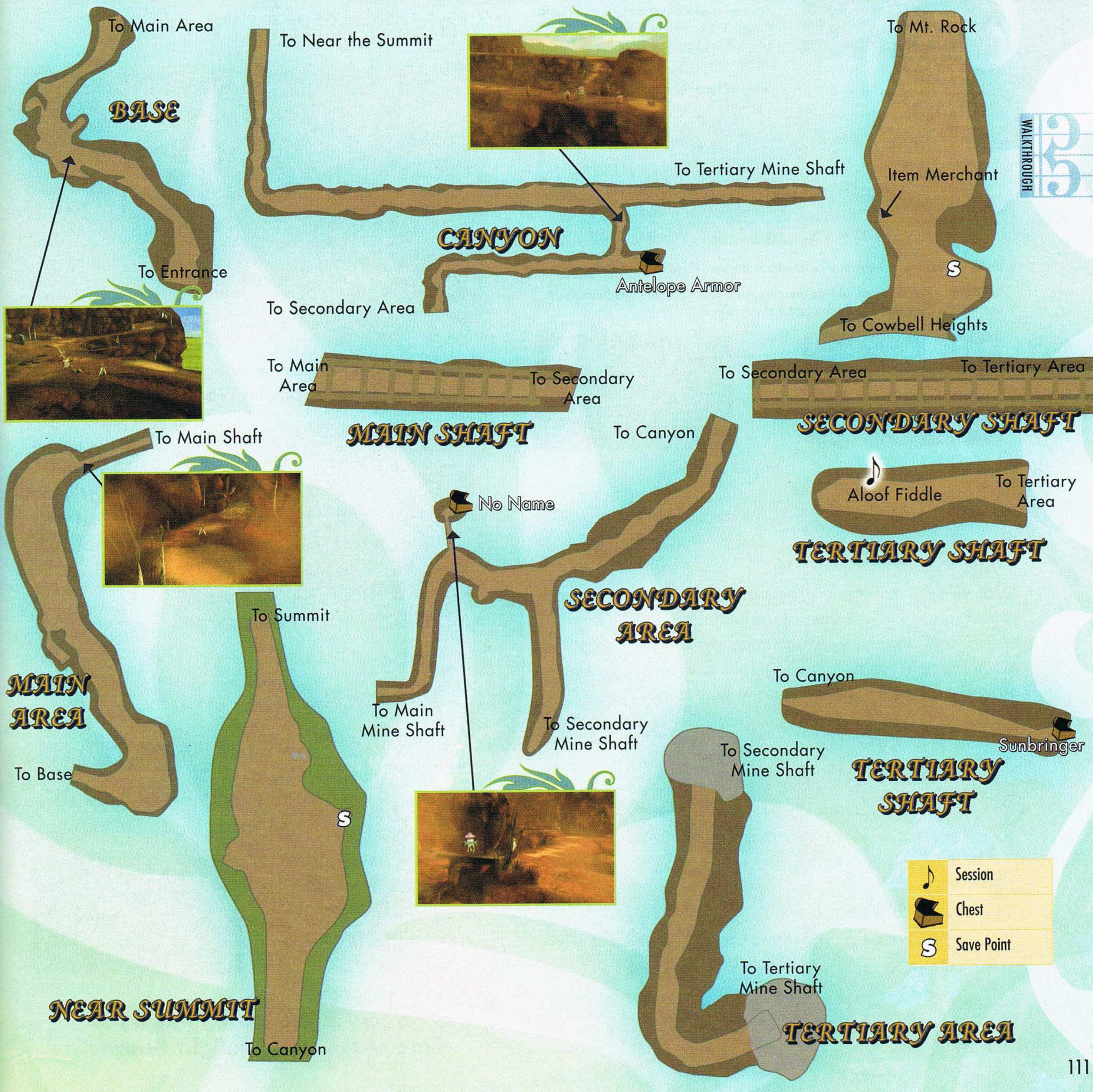
Follow the path to reach the Fortune Hut and talk to the woman. After the conversation, save your game at the Save Point. Search near the front of the Fortune Hut to find the **Saint's Mirror**.

Approach the Cello Tree to find **Score Piece 22,** then head to the left down the path to reach Cowbell Heights. Travel through Cowbell Heights, heading up toward Mt. Rock to reach the Mt. Rock Entrance.

Welcome to Cowbell Heights.

Mt. Rock

		PRIMARY		SECONDARY
ALLEGRETTO	LIGHT	Starlight Blast	LIGHT	Sun Slash
	DARK	Shadow Assault	DARK	Void Edge
VIOLA	LIGHT	Heal Arrow	LIGHT	Sacred Strike
	DARK	Hawk Eye	DARK	Evil Strike
FALSETTO	LIGHT	Snow Claw	LIGHT	Phoenix Rising
	DARK	Howling Thunder	DARK	Night Fist
BEAT	LIGHT	N/A		
	DARK	N/A		
FREDERIC	LIGHT	N/A		
	DARK	N/A		
JAZZ	LIGHT	N/A		
	DARK	N/A		
MARCH	LIGHT	N/A		
	DARK	N/A		
POLKA	LIGHT	N/A		
	DARK	N/A		
SALSA	LIGHT	N/A		
	DARK	N/A		


To Main Area
BASE
To Entrance
To Near the Summit
To Tertiary Mine Shaft
CANYON
Antelope Armor
To Secondary Area
To Mt. Rock
Item Merchant
S
To Cowbell Heights
To Main Area
To Secondary Area
MAIN SHAFT
To Secondary Area
To Tertiary Area
SECONDARY SHAFT
To Main Shaft
To Canyon
No Name
Aloof Fiddle
To Tertiary Area
TERTIARY SHAFT
SECONDARY AREA
To Summit
To Main Mine Shaft
To Secondary Mine Shaft
To Canyon
Sunbringer
TERTIARY SHAFT
MAIN AREA
To Base
S
To Secondary Mine Shaft
NEAR SUMMIT
To Canyon
To Tertiary Mine Shaft
TERTIARY AREA
♪ Session
Chest
S Save Point

STANDARD BEARER

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
39	80730	165	417	13	75	6200	100

L'OPERA GENERAL

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
38	19370	368	33	75	13	5600	100

General Breath
Goddess Bouquet
Counterattack

General Breath.

The Standard Bearer and L'Opera General are both similar to the L'Opera Knights from Tenuto, but they are much, much tougher.

These avians not only attack with their foul breath, but they also use a Tornado attack to hit anyone near them. They also utilize a Drill attack for close combat fighting. They can even heal themselves and each other!

The Standard Bearers stick to the shadows and become L'Opera Generals in the light.

GYAMAN

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
41	32790	296	72	50	50	6350	110

Like the fungus they resemble, Gyaman can scatter harmful spores in an area of effect attack called Venom Scatter.

Their Winding Coil attack holds its prey in place while delivering a powerful attack, but it is their 1000 Lashes attack that is most devastating. Their tentacles deliver fast blows that deal out a lot of damage.

Venom Scatter
Goddess Bouquet
Guard
Counterattack

One Thousand Lashes
Goddess Bouquet
Guard
Counterattack

Base

Also, visit the merchant at the base of the mountain before venturing up. He has several useful items and you can restock any supplies you may need. Follow the path to reach the next area of the mountain. The path winds around a bit, but there is only one way to go.

Thinning the Flock

Mt. Rock is home to many creatures, so many in fact that it seems they must be overcrowded. Do what you can to thin them out!

By fighting each creature, you gain extra experience that makes the coming battles easier to handle.

Main Area

Head left up the path, fighting past the creatures along the way. This path leads to mine tracks heading into the mountain.

Secondary Area

Head up the path and to the left to find a plank to the left. The chest in this area contains **No Name**. Return across the plank and continue up the path to a fork in the road. Take the right-hand path to the mineshaft.

Take the right fork.

Tertiary Area

Follow the path around to the Tertiary Mineshaft to find Aloof Fiddle.

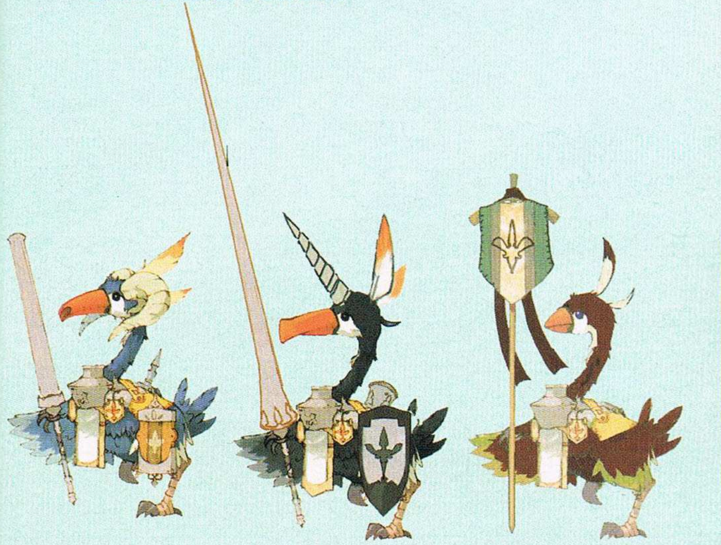
Aloof Fiddle

Fellow performers are tough to come by when you're stuck in a mine shaft, so Aloof Fiddle is happy to play a Session. Use **Score Piece 11** to earn an A Rank and **Sunlight Guards**.

Come Back!

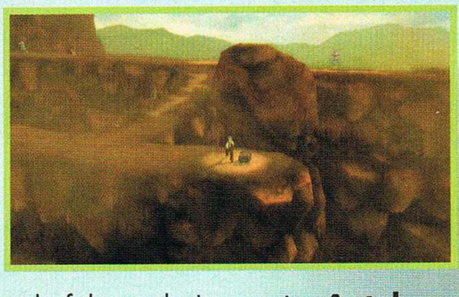
Encore Only

Return to Aloof Fiddle during a subsequent playthrough of the game to earn a B Rank with Score Piece 28 and to receive another **Floral Powder**!



After performing with Aloof Fiddle, head back the way you came to reach the fork in the path in the Secondary Area. Travel up the left-hand fork to reach Mt. Rock Canyon.

Canyon



Go forward and take the passage to the right. The wind helps your progress by blowing the party along. Fight past the creatures here to find a chest at the end of the path. It contains **Antelope Armor**, a good upgrade for Allegretto.

Fight the Wind

The wind will blow the party around while you attempt to open the chest. Don't give up! Just move around it to open it.

After pilfering the chest, go across the rock bridge and head down and to the right. Follow this path to access the Tertiary Mine Shaft and a chest containing **Sunbringer**.

Head back up and follow the path back into Mt. Rock Canyon. This time, though, the party must move against the wind. Keep moving against it and it won't slow things down too much.

Continue traveling left down the path until it ends and turns upward. Stay on the path to reach Near the Summit.

Near the Summit

Save your game and make sure you have any recovery items loaded into your Item Set to prepare for a tough boss fight.

COUNT WALTZ

LVL	43	ATK	458	DEF % VS LIGHT	50	EXP	200,000
MAX HP	589,590	DEF	249	DEF % VS DARK	50	GOLD	3000

Calamity Wilhm

LVL	42	ATK	337	DEF % VS LIGHT	50	EXP	80,000
MAX HP	77,230	DEF	207	DEF % VS DARK	50	GOLD	0

Take out Waltz's pet first, then concentrate your party's attacks on him. Make sure to build up Echoes and deliver damage with the full power of your Harmony Chains.

Calamity Wilhm.

Keep Viola back out of range so that she can avoid Waltz's Apocalypse Fall. This high damage, area of effect attack will deplete a party member's HP in no time. Always keep your party's health topped off by using Heal Arrow and recovery items.

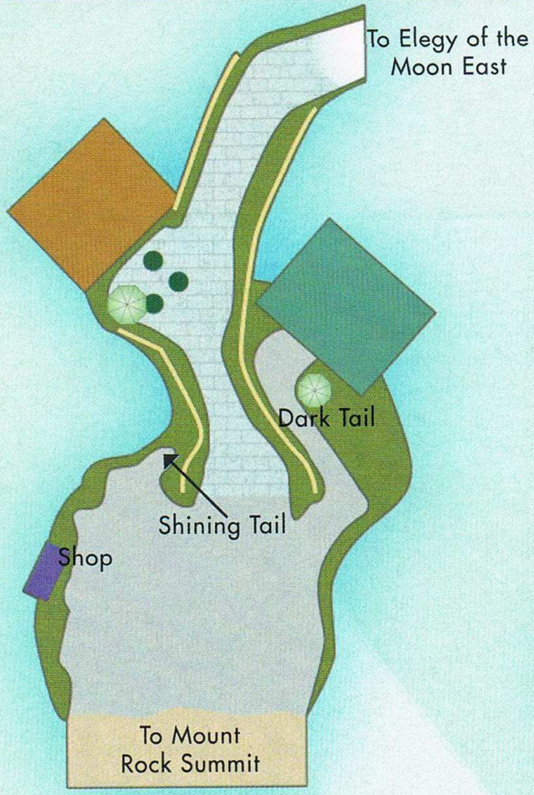
Aure Dominium is a powerful, single-target attack!

For defeating Waltz, the party receives a **Demon Mask**, **Jokulsnaut**, and **Vanquisher**.

Desperate, Legato drinks the mineral powder infused with the Glowing Agogo and rips a hole in the universe! Jump through the portal to stop the monster that Legato has become! The party also achieves Party Level 5 at this point.

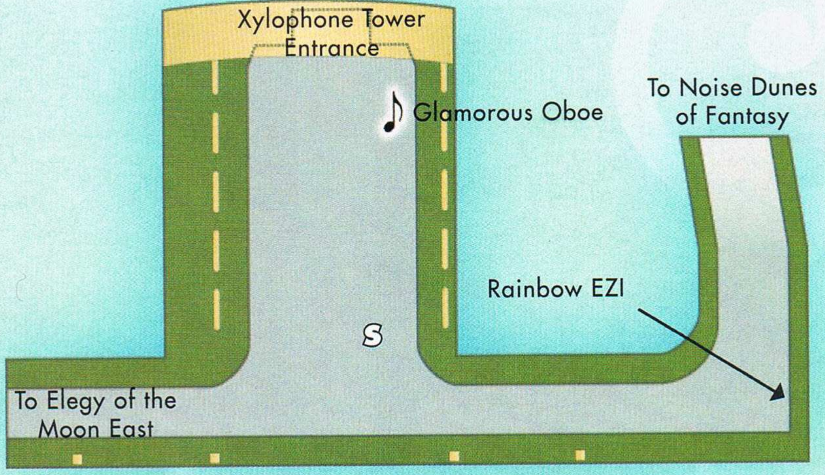
What's he doing?

Elegy of the Moon


To Elegy of the Moon East
Dark Tail
Shining Tail
Shop
To Mount Rock Summit

♪ Session

S Save Point


Xylophone Tower Entrance
♪ Glamorous Oboe
To Noise Dunes of Fantasy
Rainbow EZI
S
To Elegy of the Moon East

This strange town is the final resting place of the spirits of those who consumed too much mineral powder. Visit the shop here (to your left) and check it out for possible upgrades.

Rest

You can also rest at the shop. Do so right away to bring your party's HP to full after their recent battles.

Grab the **Shining Tail** hidden inside the barrel, just to the left of the ramp leading up. To the right of the bridge there is a **Dark Tail** hiding among the bushes.

West

After crossing into the West side of the town, the party has an odd conversation with Sister, the first red orb on the left. She mentions something about the Trial of Tribulation.

Follow the path up to the Save Point. Behind it, locate **Glamorous Oboe**. Although she wants to perform a Session, you don't have any Score Pieces right now that will earn you anything other than an F Rank.

Encore Only

EZI Bun

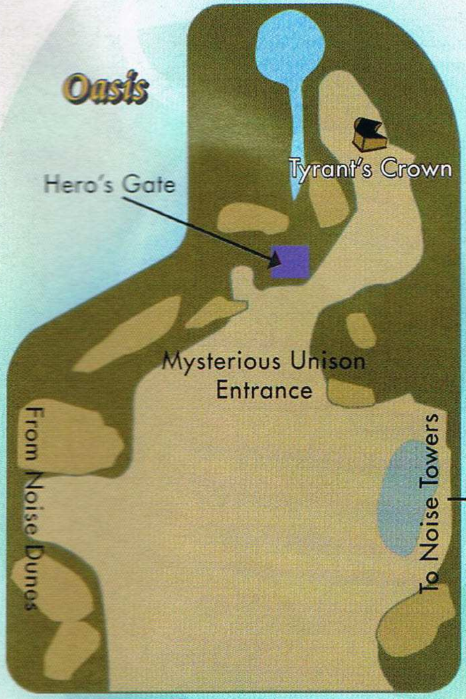
On a subsequent playthrough of the game, you will possess a Score Piece more suitable to play with Oboe.

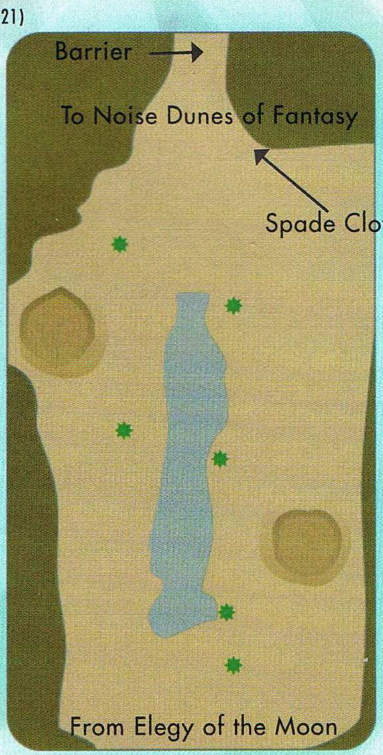
When the party approaches Xylophone Tower, the spirit states that you need the Elder's permission to enter. Go back to the path and head right and talk to the spirit. He mentions where to find the Elder. Continue to the right and when the path leads up, locate a small stall to the right to find a **Rainbow EZI**. Go down the stairs to reach the Noise Dunes of Fantasy.

Noise Dunes of Fantasy

	PRIMARY		SECONDARY	
ALLEGRETTO	LIGHT	Starlight Blast	LIGHT	Shadow Assault
	DARK	Sun Slash	DARK	Phantom Wave
VIOLA	LIGHT	Heal Arrow	LIGHT	Sacred Strike
	DARK	Hawk's Eye	DARK	Evil Strike
FALSETTO	LIGHT	Snow Claw	LIGHT	Howling Thunder
	DARK	Phoenix Rising	DARK	Night Fist
POLKA	LIGHT	N/A		
	DARK	N/A		
BEAT	LIGHT	N/A		
	DARK	N/A		
FREDERIC	LIGHT	N/A		
	DARK	N/A		
JAZZ	LIGHT	N/A		
	DARK	N/A		
SALSA	LIGHT	N/A		
	DARK	N/A		
MARCH	LIGHT	N/A		
	DARK	N/A		

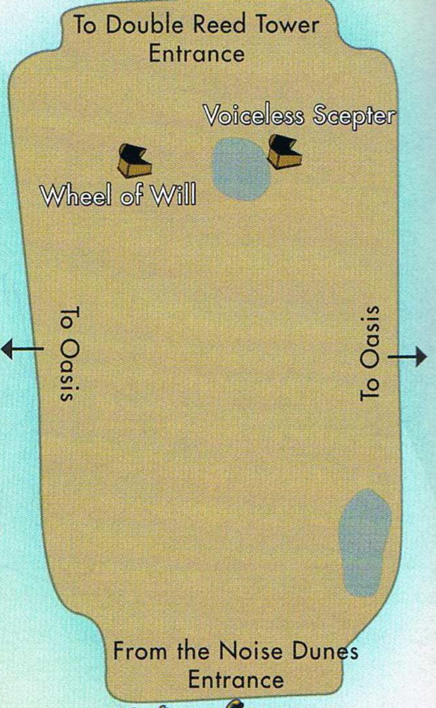
* THIS MAP AVAILABLE ONLY AFTER VISITING XYLOPHONE TOWER (SEE PAGE 121)


Oasis
Tyrant's Crown
Hero's Gate
Mysterious Unison Entrance
From Noise Dunes
To Noise Towers


Barrier
To Noise Dunes of Fantasy
Spade Clover
From Elegy of the Moon

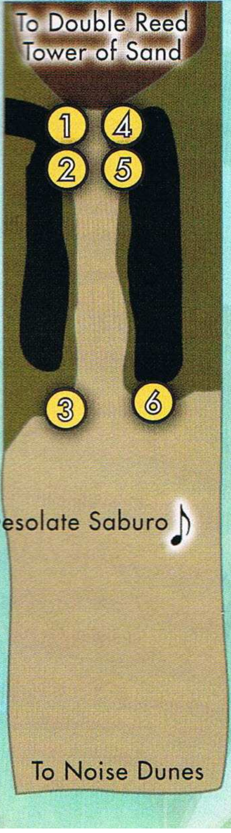
Noise of Dunes Entrance

* THIS MAP AVAILABLE ONLY AFTER VISITING XYLOPHONE TOWER (SEE


To Double Reed Tower Entrance
Voiceless Scepter
Wheel of Will
To Oasis
To Oasis
From the Noise Dunes Entrance

Noise of Dunes

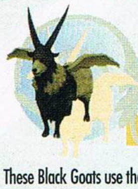
* THIS MAP AVAILABLE ONLY AFTER VISITING XYLOPHONE TOWER (SEE PAGE 121)


To Double Reed Tower of Sand
1
4
2
5
3
6
Desolate Saburo
To Noise Dunes

Tower Entrance

♪	Session
▣	Chest
S	Save Point

BLACK GOAT



LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
48	56270	376	279	0	100	9350	140

These Black Goats use their Ride of the Twelve Hundred to charge at their prey, knocking them down. Their Feather Blast can connect from across the battle field! Beware their Ballotte, a kicking move where their hooves drive into your soft flesh with bad results.

To add insult to injury, these goats also heal themselves and their allies by using Encourage, so don't be surprised if fights last a while.

Follow the path directly to the barrier, but take some time to fight the Black Goats to the left and right of the path for additional experience. Open the chest to the right of the barrier to obtain a **Spade Clover**.

The Elder is in front of the barrier. Speak to him to get his permission to enter Xylophone Tower. Head back into Elegy of the Moon and proceed to the tower entrance.

Xylophone Tower of the Shining Keys

ALLEGRETTO

	PRIMARY		SECONDARY
LIGHT	Sky Divider	LIGHT	Shadow Assault
DARK	Sun Slash	DARK	Phantom Wave

VIOLA

	PRIMARY		SECONDARY
LIGHT	Heal Arrow	LIGHT	Sacred Strike
DARK	Hawk Eye	DARK	Evil Strike

FALSETTO

	PRIMARY		SECONDARY
LIGHT	Snow Claw	LIGHT	[illegible]
DARK	Phoenix Rising	DARK	[illegible]

POLKA

LIGHT	N/A
DARK	N/A

BEAT

LIGHT	N/A
DARK	N/A

FREDERIC

LIGHT	N/A
DARK	N/A

JAZZ

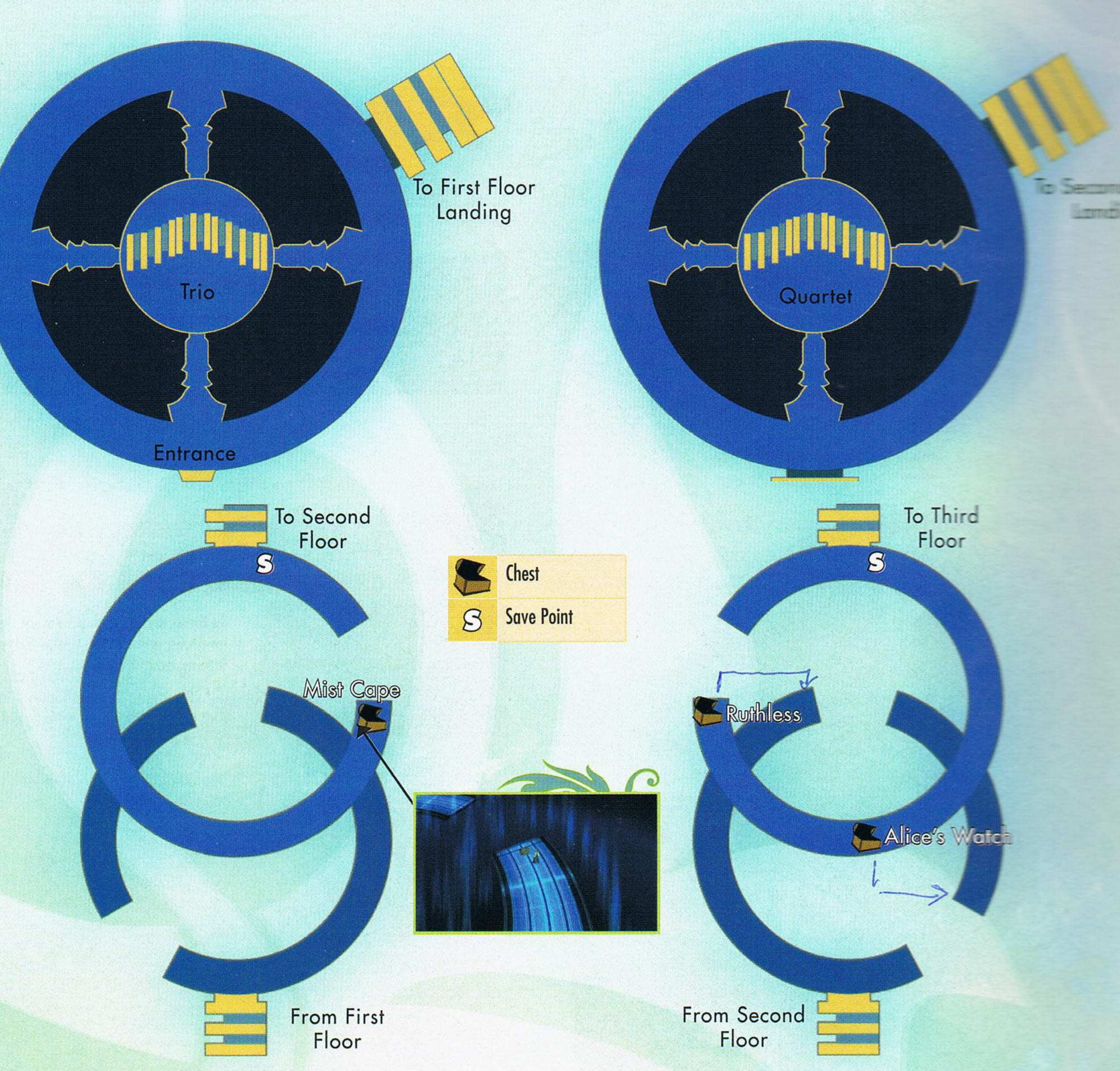
LIGHT	N/A
DARK	N/A

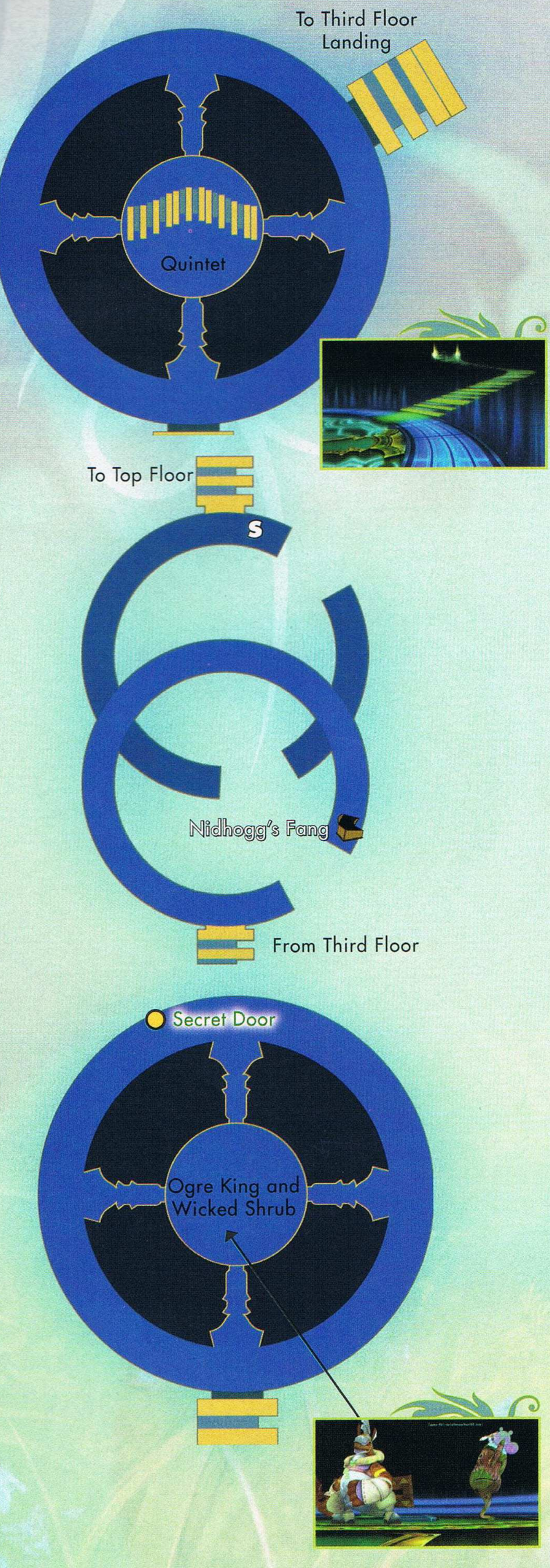
SALSA

LIGHT	N/A
DARK	N/A

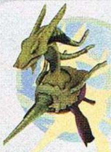
MARCH

LIGHT	N/A
DARK	N/A


To First Floor Landing
Trio
Entrance
To Second Floor Landing
Quartet
To Second Floor
S
Chest
Save Point
Mist Cape
From First Floor
To Third Floor
S
Ruthless
Alice's Watch
From Second Floor



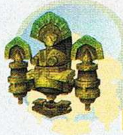
CORSESCA



LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
46	68310	387	174	13	75	8500	150

The Corsesca uses its sharp, spear-like horn to attack with absolute viciousness. Using attacks like Ill Vortex and Buried Breath make this creature a formidable foe. Corsesca foes prefer the dark and change into Golden Temples in the light.

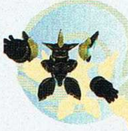
GOLDEN TEMPLE



LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
45	38050	355	588	75	13	7950	0

In addition to their melee attacks, Right Drill and Left Blow, Golden Temples cover their targets with Dark Sun, casting Darkness in the process. Be ready to use Shadow attacks when this occurs.

BLACK GOLD

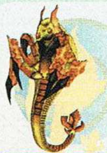


LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
44	48940	376	306	50	50	7280	170

The Black Gold detaches his fist and sends it hurtling toward his target when using his Iron Fist move. This foe's most devastating attack is Level Slap. This attack hits the target and anyone behind it in a straight line.

Level Slap.

PHACOPS

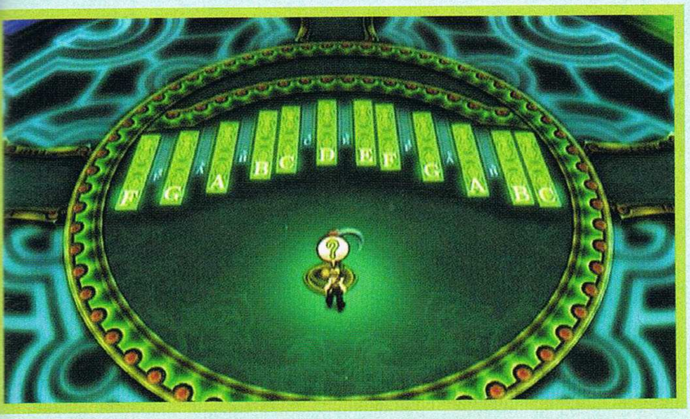


LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
43	42450	363	212	50	50	7000	140

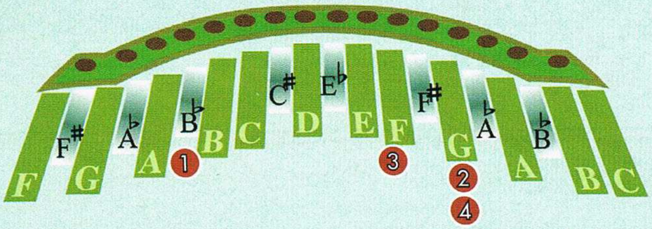
The Phacops only has a couple of moves at its disposal, but it knows how to use them! It uses its tail to swiftly smack a target, delivering a harsh blow.

During Rampage, the Phacops bounces up into the air, curls into a ball, and charges into a target, positioning itself far away from its former location.

Upon entering the tower, the party locates Trio, the first Guardian of Xylophone Tower. He puts the party to the test to see if they are worthy.



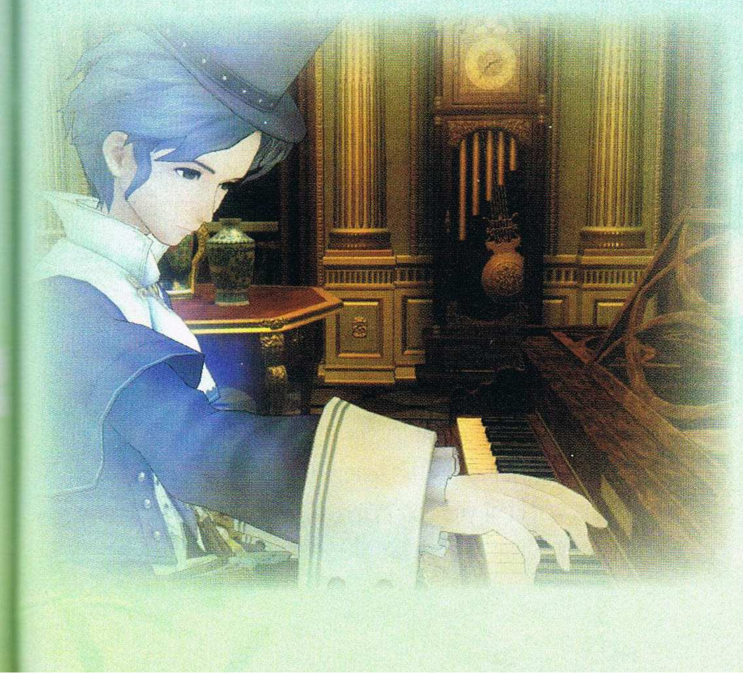
Trio plays a short melody and lights up the keys in the process. You must repeat his song, note for note, to pass his test. After completing the trial, Trio opens up the staircase to the next floor.



Watch carefully to see which notes that Trio plays and repeat them when he is finished.

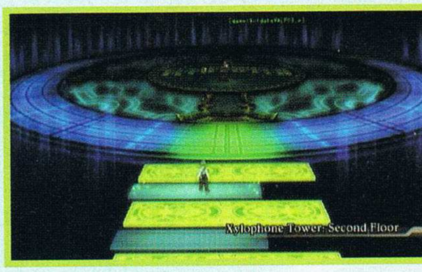
First Floor Landing

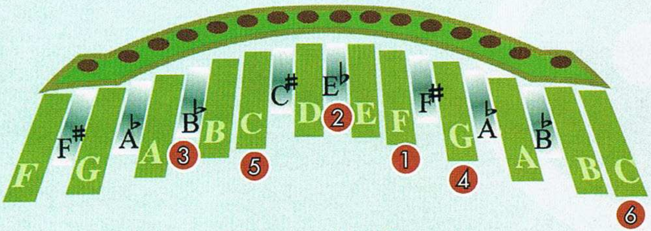
Follow the path around to the right to the first intersection. Take the right path to get the chest with **Mist Cape**. Head left, crossing through the intersection, and continue over the next track to continue up. This path leads to the next staircase and a Save Point.



Second Floor

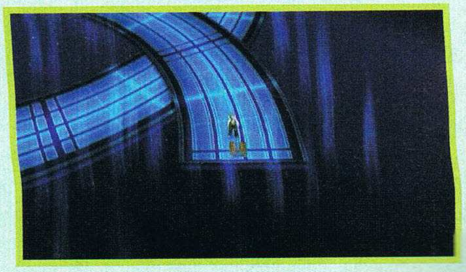
The next guardian, Quartet, poses a similar trial to the party. This time, you must play the same tune as before, plus additional notes. After passing Quartet's test, he opens the staircase.





Add these notes to the tune you played for Trio.

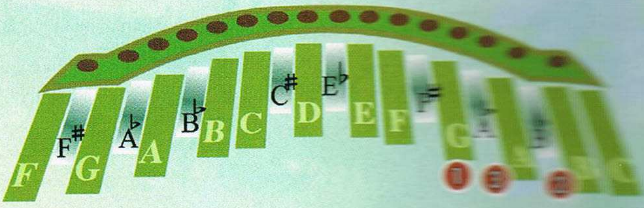
Second Floor Landing



Go left to access the intersection. Head up and to the right to reach the chest containing **Ruthless**. Head back down to the intersection and go right. At the next intersection, go down a few steps to reach the chest containing **Alice's Watch**. Head up at the intersection to find a Save Point and the next set of stairs.

Third Floor

Quintet is much like the other guardians, but his trial is a little trickier. He expects the party to play the tunes from before, as well as a new one. The trick is that he doesn't light up the notes for the part of the song you have already played for the other two guardians; instead, only the new notes light up.



Quintet's addition to the song.

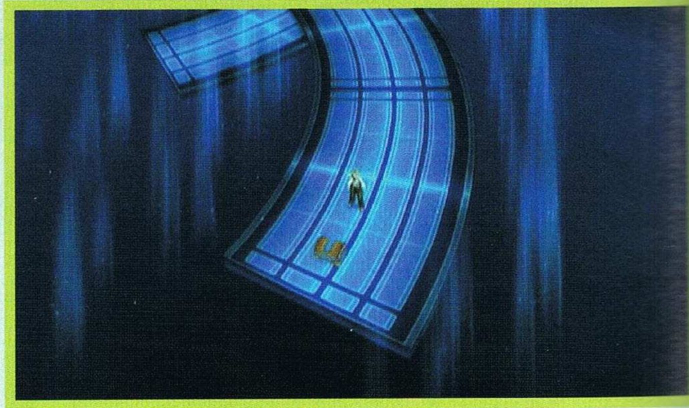
Extra Help

If you fail the trial a few times, Quintet lights up all the notes to make things a little easier.

Third Floor Landing

Head left to find an intersection, then go up and to the right to reach another intersection. Keep going to reach a chest containing **Nidhogg's Fang**.

Return the way you came and take the upper-left path at the intersection. Follow the path around to reach the stairs and a tough boss fight.



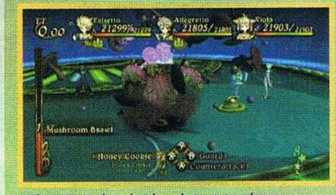
Open this chest to obtain Nidhogg's Fang.

OGRE KING & WICKED SHRUB

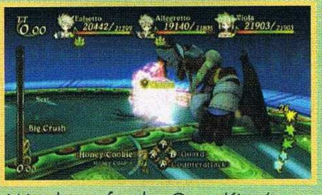
LVL	47	ATK	509	DEF % VS LIGHT	50	EXP	160,000
MAX HP	571,110	DEF	301	DEF % VS DARK	50	GOLD	1500

Wicked Shrub

LVL	48	ATK	489	DEF % VS LIGHT	50	EXP	160,000
MAX HP	590,770	DEF	238	DEF % VS DARK	50	GOLD	1500


Falsetto
21299/21299
Allegretto
21805/21805
Viola
21903/21903
0.00
Mushroom Brawl
Honey Cookie
Guard
Counterattack

The Wicked Shrub's Mushroom Brawl is anything but pleasant!


Falsetto
20442/21299
Allegretto
19140/21805
Viola
21903/21903
0.00
Big Crush
Honey Cookie
Guard
Counterattack

Watch out for the Ogre King's Big Crush!

These monsters are similar to the Ogre King and Trick or Treat, but these foes have much harsher moves!

Use Viola's Harmony Chain against these foes for best results. Build up Echoes with Allegretto and Falsetto to at least 24. Use Viola's Heal Arrow followed by Full Barrage (required level 50). After the Full Barrage, either Falsetto or Allegretto also performs one of their special attacks if they are within range, to complete the Harmony Chain! This keeps your party topped off in health while still causing maximum damage.

For defeating the Ogre King and Wicked Shrub, the party receives **Tyr's Left Arm**, the **Eye of Horus**, and **Thiassi's Bone**! Step on the seal to deactivate the barrier in the Noise Dunes. After doing so, the party teleports to the entrance of the Xylophone Tower. Now it's time to explore the Noise Dunes of Fantasy!

Encore Only

Using Your Orb

After defeating the two bosses, use your Orb in the device near the door. This grants you access to the Lion's Chime within. If you don't have the Orb, you must walk all the way down.

Noise Dunes of Fantasy

ALLEGRETTO

	PRIMARY	SECONDARY
LIGHT	Starlight Blast	Shadow Assault
DARK	Sun Slash	Phantom Wave

VIOLA

	PRIMARY	SECONDARY
LIGHT	Heal Arrow	Sacred Strike
DARK	Hawk Eye	Evil Strike

FALSETTO

	PRIMARY	SECONDARY
LIGHT	Snow Claw	Howling Thunder
DARK	Phoenix Rising	Night Fist

POLKA

LIGHT	N/A
DARK	N/A

BEAT

LIGHT	N/A
DARK	N/A

FREDERIC

LIGHT	N/A
DARK	N/A

JAZZ

LIGHT	N/A
DARK	N/A

SALSA

LIGHT	N/A
DARK	N/A

MARCH

LIGHT	N/A
DARK	N/A

SAND SEER

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
49	103240	397	243	50	50	9900	50

Falsetto
22765
Allegretto
24071
Viola
23391
Smother Blow
Honey Cookie
Guard
Counterattack

Smother Blow is an area of effect, multi-hit attack that radiates from the Sand Seer's body. They also use Lash Tail, a sweeping attack that takes place behind them. Being dragons, they also use Incinerate to cause damage with their fiery breath!

TRICK TAIL

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
49	50900	380	471	75	13	10560	175

Falsetto
22765
Allegretto
24071
Viola
23391
Smother Blow
Honey Cookie
Guard
Counterattack

Rock Shatter.

These monsters are similar to the Caravan Crabs, but these foes are much tougher! Watch out for their Torture attack, which is a single target attack that can hit at range.

Rock Shatter is an explosive ranged attack. Trick Tails can also heal using Viva. Although Viva undoes some of your work, you can quickly make up the healed damage by building up Echoes and blasting the enemy with Harmony Chains.

In addition, Trick Tails can inflict poison with a move called Virulent. The monster uses its scorpion-like tail to pump its prey full of poison. Trick Tails are creatures of the light, so when they enter the shadows they become Bronze Arms.

BRONZE ARM

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
49	54530	389	342	13	75	11300	175

Allegretto
21946
Viola
23391
Howling Thunder
Honey Cookie
Guard
Attack

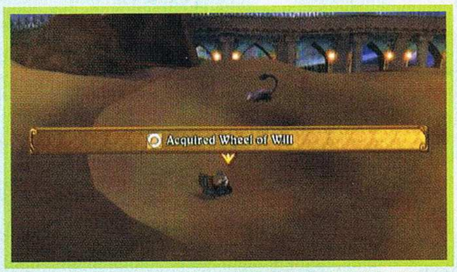
Bronze Arms pack a hefty punch with their Right Fist attack. This attack sends the creature's fist hurtling toward the party before returning to the Bronze Arm.

When performing the Level Smack attack, the Bronze Arm slaps its target and any party member in a line behind that target.

Move down the path past the Elder and travel through the barrier. This large desert area is filled with plenty of creatures to fight!

More Goats!

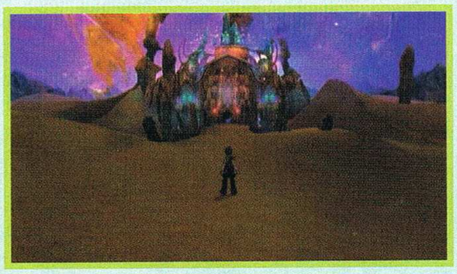
If you want to pick up a little extra experience, fight the Black Goats before stepping through the barrier.



Acquired Wheel of Will

Open. the chest to find the ***Wheel of Will****.*

Continue to the north to reach a circular stone area and a chest to the right (**Voiceless Scepter**). Also, search the area to the left of the circle (in a depression between the dunes) to discover a chest with the **Wheel of Will**. To reach the Tower Entrance, simply proceed toward the archways in the distance. You can also go to the Oasis for the **Tyrant's Crown**.



Near the entrance, speak to the moai on the left before the doorway (1 on the map). He allows you to speak to all the other partially buried statues (2-6). Do so and head down to the lone moai in the sand to the south.

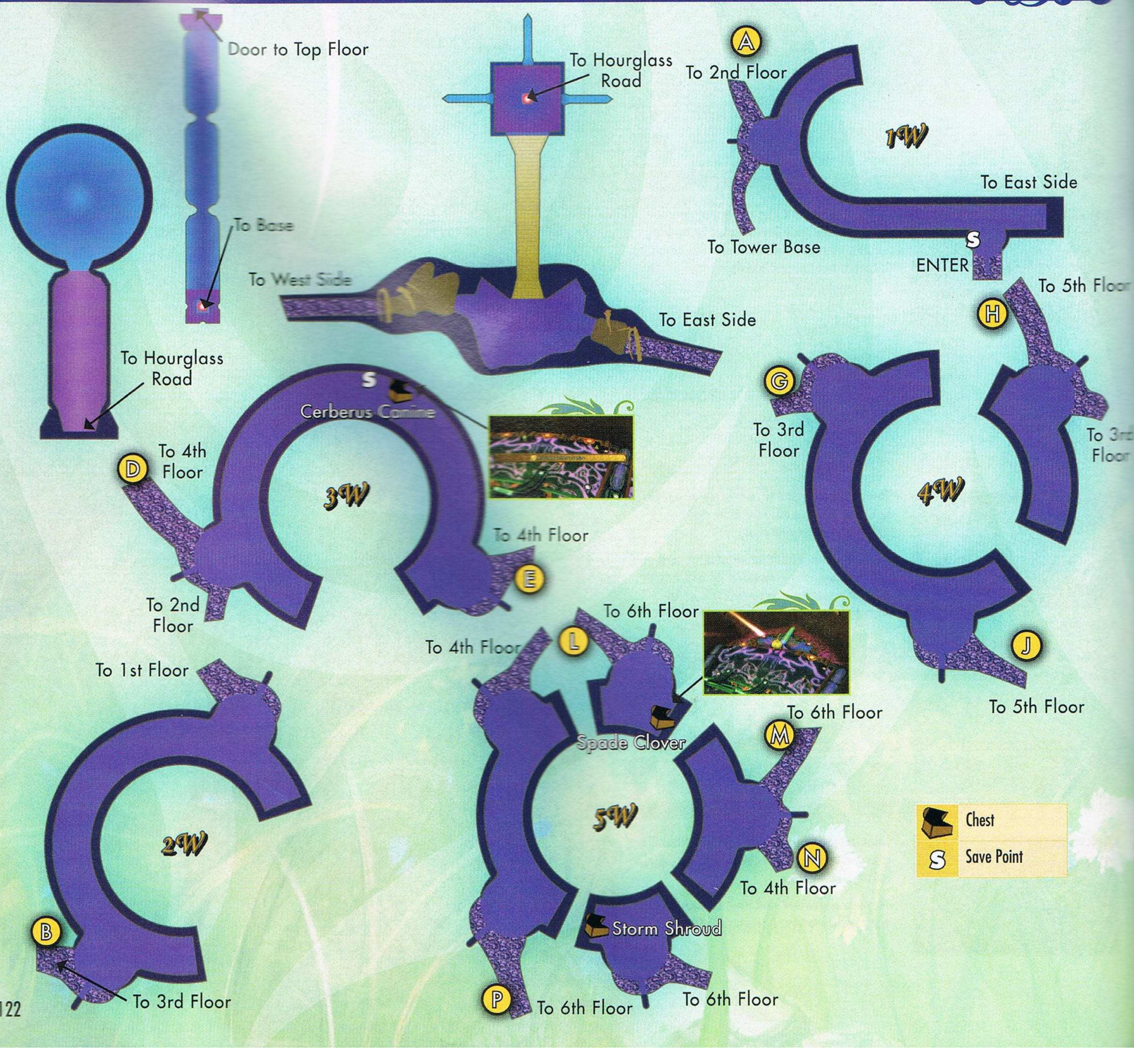
Desolate Saburo

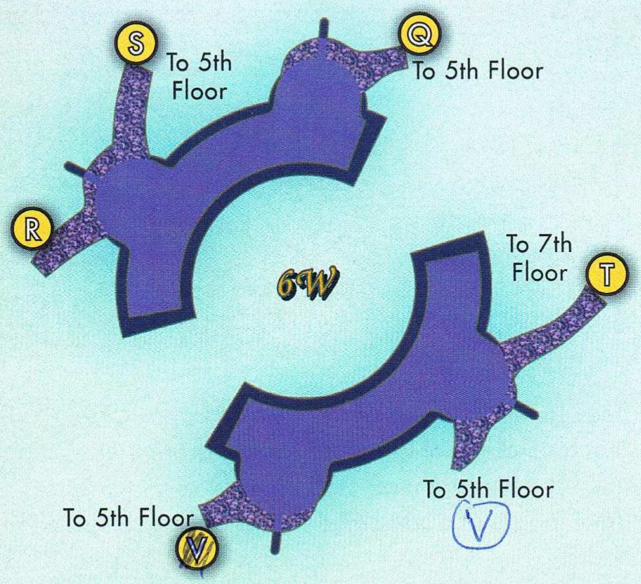
Desolate Saburo is hiding from the other moai, but that doesn't mean he won't play a session. Play Score Piece 13 to earn a B Rank and a **Chapel EZI**, but surely you can do better! Play Score Piece ~~16~~ to receive an A Rank and a **Shadow Helm**. For your troubles, Desolate Saburo reveals that he is really Goro!

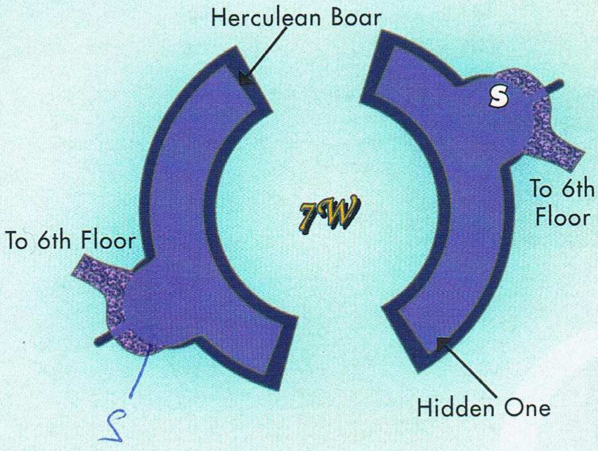
10

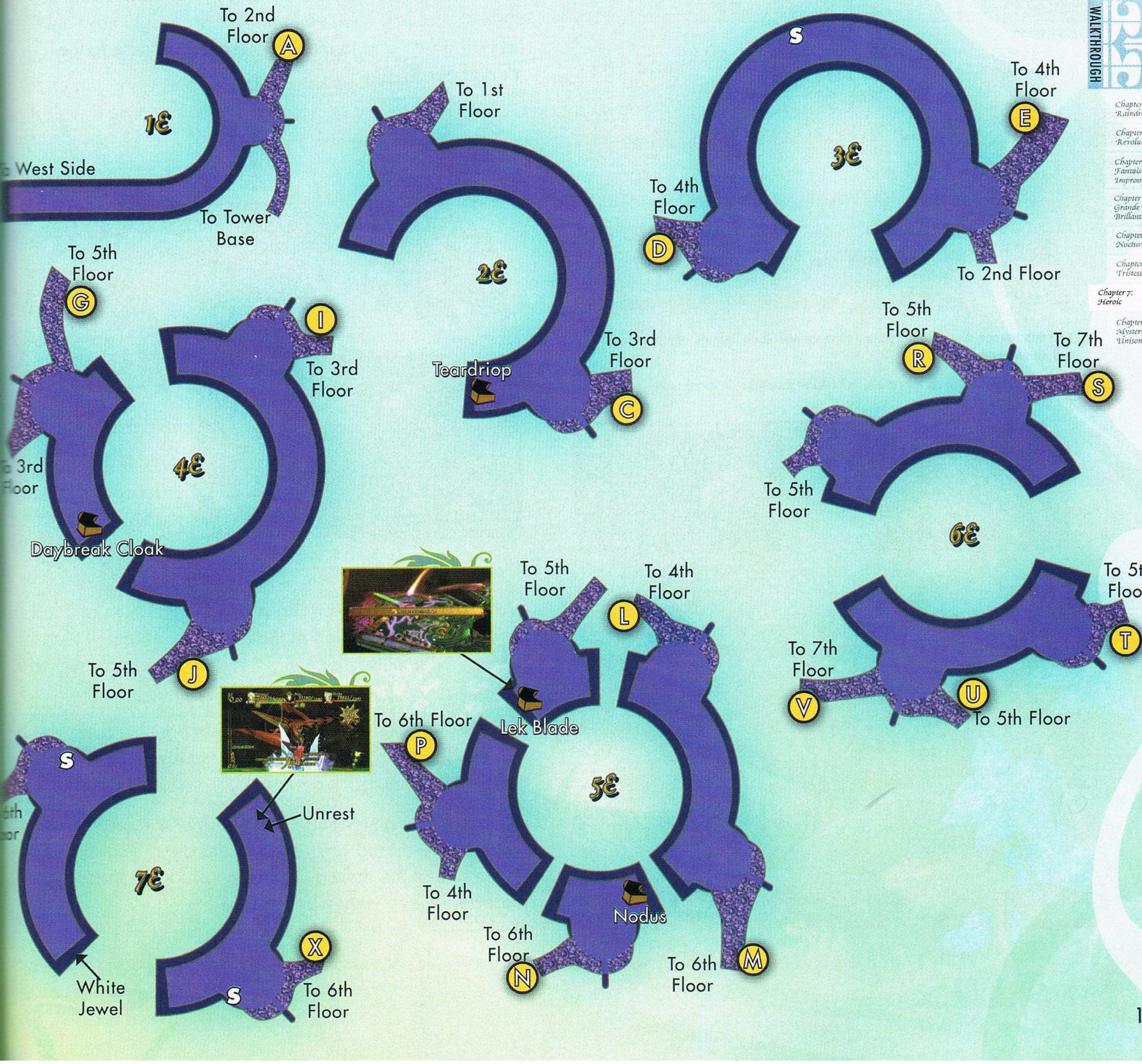
Double Reed Tower of Sand

		PRIMARY		SECONDARY
ALLEGRETTO	LIGHT	Starlight Blast	LIGHT	Shadow Assault
	DARK	Sun Slash	DARK	Phantom Wave
VIOLA	LIGHT	Heal Arrow	LIGHT	Sacred Strike
	DARK	Hawk Eye	DARK	Evil Strike
FALSETTO	LIGHT	Snow Claw	LIGHT	Howling Thunder
	DARK	Phoenix Rising	DARK	Night Fist
POLKA	LIGHT	N/A		
	DARK	N/A		
BEAT	LIGHT	N/A		
	DARK	N/A		
FREDERIC	LIGHT	N/A		
	DARK	N/A		
JAZZ	LIGHT	N/A		
	DARK	N/A		
SALSA	LIGHT	N/A		
	DARK	N/A		
MARCH	LIGHT	N/A		
	DARK	N/A		


Door to Top Floor
To Hourglass Road
To Base
To Hourglass Road
To West Side
To East Side
A
To 2nd Floor
1W
To East Side
To Tower Base
S
ENTER
To 5th Floor
H
G
To 3rd Floor
To 3rd Floor
4W
J
To 5th Floor
S
Cerberus Canine
D
To 4th Floor
3W
To 4th Floor
E
To 2nd Floor
To 1st Floor
2W
B
To 3rd Floor
To 6th Floor
To 4th Floor
L
Spade Clover
To 6th Floor
M
5W
N
To 4th Floor
Storm Shroud
P
To 6th Floor
To 6th Floor
Chest
S
Save Point


S
To 5th Floor
Q
To 5th Floor
R
6W
To 7th Floor
T
To 5th Floor
V
To 5th Floor
V


Herculean Boar
S
To 6th Floor
7W
To 6th Floor
Hidden One


To 2nd Floor
A
1E
To West Side
To Tower Base
To 1st Floor
2E
To 3rd Floor
C
Teardriop
S
To 4th Floor
E
3E
To 4th Floor
D
To 2nd Floor
To 5th Floor
G
I
To 3rd Floor
4E
3rd Floor
Daybreak Cloak
To 5th Floor
J
To 5th Floor
R
To 7th Floor
S
To 5th Floor
6E
To 5th Floor
T
To 7th Floor
V
U
To 5th Floor
To 5th Floor
To 4th Floor
L
Lek Blade
To 6th Floor
P
5E
To 4th Floor
Nodus
To 6th Floor
N
To 6th Floor
M
S
Unrest
7E
White Jewel
S
X
To 6th Floor

STEAM HORN

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
50	60090	362	291	50	50	14500	180

Buzz Drop
Honey Cookie
Guard
Counterattack

To perform its Buzz Drop attack, the Steam Horn rushes to get in front of your party and then fires his double cannons! Rampage sends the Steam Horn charging toward its prey, hitting hard with its deadly horns.

ABYSS

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
52	48010	386	682	75	13	17250	300

The Abyss surrounds its prey in darkness with its Dark Sun attack. If this occurs, use your party's shadow attacks to counteract it. This foe also packs a one-two punch with Right Drill, a powerful melee attack, and Left Blow, a flying fist attack. When it enters the shadows, the Abyss changes into a Black Onyx!

BLACK ONYX

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
53	132040	408	263	13	75	21500	0

GARLIC DAD

LVL	MAX HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
50	60090	362	291	50	50	14500	180

Garlic Dads share many characteristics with the Great Coconuts and Bloody Onions. They move slowly and use Murmur to heal themselves and their allies.

They rain down garlic cloves on their target by using Garlic Fall. Their Scattering Burp is extremely noxious, so get away from it as quickly as possible.

Garlic Fall

Garlic Fall.

Scattering Burp

Scattering Burp.

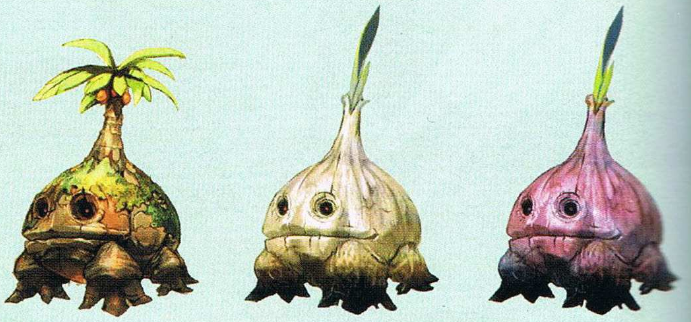
West Tower

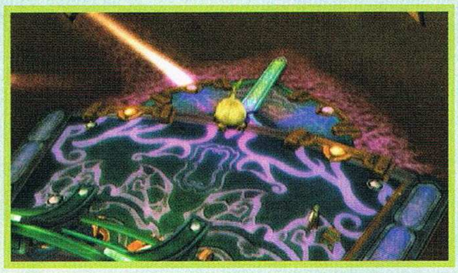
Double Reed Tower: West Tower - Second Floor

Venture toward the West Tower first. Follow the walkway around and take the ramp up to the second floor (Ⓐ on the map).

Because of the way the tower is constructed, you can't reach all areas of one floor from every entrance. Reaching all of the important places in the tower requires a bit of traveling up and down the ramps between the various floors.

Once on the second Floor, head for the ramp leading to the third floor Ⓑ. Don't explore the area right now and instead go up and to the left to reach the ramp to the fourth floor Ⓓ.





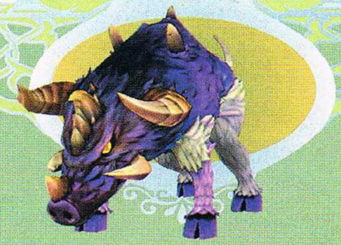
Walk around this tower floor to reach the ramp to the fifth floor Ⓙ. This ramp deposits the party onto a small section of the fifth floor. Take the other ramp up to the sixth floor Ⓜ.

Next, head to the next ramp on the left Ⓢ; this ramp leads down to another section of the fifth floor. In fact, it leads to a rather small section with a chest containing a **Spade Clover**.

The only ramp Ⓛ here is the one from which you entered, so take it back to the sixth floor. Make the short trip to the ramp Ⓡ leading to the seventh floor.

Before you go any farther, make sure that your party is at full health and load any recovery items into your Item Set. At the end of the hallway is the first of four monsters you must defeat to continue beyond the tower!

HERCULEAN BOAR



LVL	55	ATK	540	DEF % VS LIGHT	50	EXP	300,000
MAX HP	911,310	DEF	257	DEF % VS DARK	50	GOLD	1000

Falsetto 26762/
Jazz 27262/
Polka 18013/
Total Damage
66818
Breakthrough
Honey Cookie
Guard
Counterattack

Breakthrough!

To perform one of its grievous attacks, the Herculean Boar rotates his head back and forth, hitting multiple times. It also charges through the party with Breakthrough, taking down anyone in its way.

The boar's Rumble is an area of effect attack that radiates from its body, damaging anyone unfortunate enough to be close by.

The party receives **Lech Armor** for defeating the Herculean Boar. After the fight, head back down to the sixth floor. Follow the walkway past the first ramp to the second ramp Ⓠ, which leads to the fifth floor. Next, take the ramp Ⓝ down a floor.

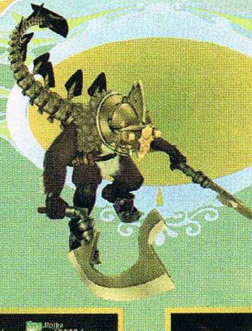
Acquired Cerberus Canine

Continue to the third floor Ⓖ and follow the walkway around to reach a Save Point and a chest (**Cerberus Canine**).

Continue around the circle to reach the ramp to the fourth floor Ⓔ and continue up to the fifth Floor Ⓗ. Lastly, take the ramp leading up to the sixth floor Ⓟ.

At the top of this ramp, walk ~~left~~ right to reach a ramp Ⓥ leading to a different section of the fifth floor with another chest (**Storm Shroud**). Take the ramp back up and follow the walkway to the second ramp Ⓣ, which leads to the seventh floor. Get your party ready to face another challenge!

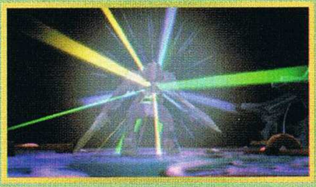
HIDDEN ONE



LVL	57	ATK	502	DEF % VS LIGHT	50	EXP	300,000
MAX HP	742,910	DEF	367	DEF % VS DARK	50	GOLD	1000

Falsetto 23438/
Jazz 25277/
Polka 15293/
Violet Death
Honey Cookie
Guard
Counterattack

Violet Death.



This large creature wields his dual axes with great effect and can really cause some damage if you aren't careful!

Its Red Swirl is a multi hit attack against a single target, but it can hit multiple targets if they are within range.

Violet Death is a large, multi-target attack. One of the Hidden One's favorite moves is Furrow. For a creature this large, he has no trouble turning around, lashing out with his tail to deliver multiple hits to anyone behind him.

After defeating the Hidden One, the party receives **Tyr's Right Arm**. Return back down to the entrance of the tower and get ready to tackle the other side.

East Tower

Travel along the first floor and take the ramp up to the second floor Ⓐ. Walk along the entire floor to reach the chest (**Teardrop**, an umbrella for Polka) at the end.

Acquired Teardrop

Polka's old umbrella was getting a bit tattered.

Take the nearby ramp Ⓒ to reach the third floor and continue up the next ramp Ⓔ to arrive on the fourth floor. Travel the length of this section to reach the ramp leading to the fifth floor Ⓙ and on to the sixth Ⓜ. Take the first ramp Ⓤ to reach a different section of the fifth floor. This leads you to a small section of the fifth floor that has a chest containing **Nodus**.

Take the ramp back up Ⓝ and walk a short distance to the ramp leading to the seventh floor Ⓥ. Save your game and prepare for another tough boss battle!

UNREST

LVL	58	ATK	569	DEF % VS LIGHT	50	EXP	300,000
MAX HP	764,250	DEF	339	DEF % VS DARK	50	GOLD	1000

Falsetto freezes Unrest with Snow Claw!

The Unrest uses the tips of its wings to deliver fierce regular attacks. This creature might prove to be quite a challenge!

This foe's favorite attack is Curdle, which hits its target and anyone behind it. Intake is a powerful area of effect attack that radiates from Unrest.

Unrest is enough of a challenge on his own, but two Fire Antiques join the fray as well. These are tougher versions of the Fire Antiques from earlier in the game, so be ready!

Unrest can use Call of the Guardee to resurrect these lesser foes once you have taken them down! The party receives **Tyrant Slayer** for defeating Unrest.

Revisit the sixth floor Ⓧ and then the fifth Ⓣ. Take the walkway up and head down the ramp to the fourth floor Ⓛ and down to the third floor Ⓘ. Follow the walkway around to the opposite ramp Ⓓ and go back up to the fourth floor.

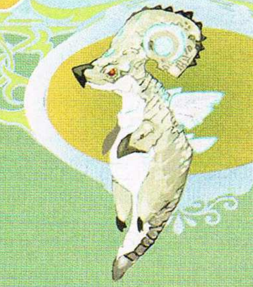
Once here, walk away from the ramps to the right to reach a chest containing the **Daybreak Cloak**! Next, take the ramp heading to the fifth floor Ⓖ and continue up to the sixth floor Ⓟ.

Acquired Lech Blade

Follow this walkway to find the ramp leading back down to a different section of the fifth floor Ⓡ. This small section contains a chest holding the **Lech Blade**.

Finally, take the ramp back to the sixth floor and then to the seventh Ⓢ. Take a moment to make sure your party is ready to face the last of the four bosses!

WHITE JEWEL



LVL	56	ATK	605	DEF % VS LIGHT	50	EXP	300,000
MAX HP	902,280	DEF	278	DEF % VS DARK	50	GOLD	1000

March
Salsa
Frederic
White Heaven
Honey Cookie
Guard
Counterattack

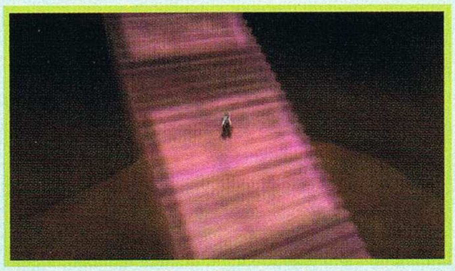
March
Salsa
Frederic
Icy Breath
Honey Cookie
Guard
Counterattack

This creature uses its devastating area of effect attack to hit your entire party with a lot of damage. Be ready to heal on your next turn or use recover items if needed.

To perform Icy Breath, White Jewel arcs its breath in a semi-circle, hitting multiple targets in the process.

White Jewel also rushes headlong into your party, performing Knockdown. Keep your party's health up at all times. Build up Echoes and unleash them in deadly Harmony Chains.

For defeating White Jewel, the party receives the **Alvis Hoop**. Now that you have defeated the four monsters in the tower, return to the Tower Base and follow the path and climb the stairs made of sand. Step onto the Teleporter to reach Hourglass Road. Follow the road to the Top Floor: Core.

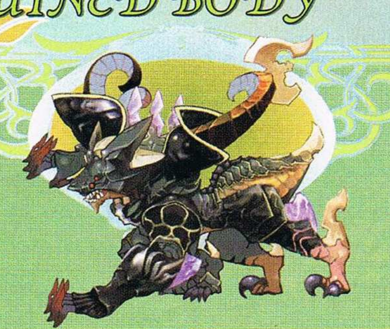


Go up to reach Hourglass Road.

Top Floor: Core

You have tracked down Legato at last! Drinking the enriched mineral powder was a foolish choice and he is now only a Ruined Body.

RUINED BODY



LVL	59	ATK	640	DEF % VS LIGHT	50	EXP	400,000
MAX HP	1,178,780	DEF	276	DEF % VS DARK	50	GOLD	1000

Falsetto
Allegretto
Viola
Blood Sink
Honey Cookie
Guard
Counterattack

Blood Sink.

Falsetto
Allegretto
Viola
Purgatory
Honey Cookie
Guard
Counterattack

Purgatory.

Although he has succumbed to the mineral powder, becoming a twisted, ruthless creature, the experiment succeeded in a way as Ruined Body is a powerful weapon. His Blood Sink lowers the stats of any party members caught near him.

His Mortal Cleave is a cataclysmic, multi-hit attack that leaves carnage in its wake! Purgatory is a sweeping breath attack that hits any party member unlucky enough to get caught in front of him.

Make sure that you build up your party's Echoes and use them in Harmony Chains. Use Viola's Heal Arrow liberally to keep your party's health from getting too low.

For defeating Ruined Body, the party receives **Velmungdd's Lust** and the **Hero's Crest**! After the fight, a portal opens and takes the party to the Double Reed Tower.

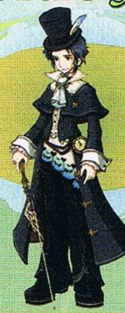
Frederic is still struggling with the fact that this may all be a dream and he sets out to prove it by fighting!

Mysterious Unison

The Hero's Crest allows you to access a bonus dungeon in the Noise Dunes. If you want to explore it now, don't step through the portal to battle Frederic. Instead, head back to the Noise Dunes to open Hero's Gate.

After the fight with Frederic, the game ends and you must fight through again to reach this dungeon.

FRÉDÉRIC FRANÇOIS CHOPIN

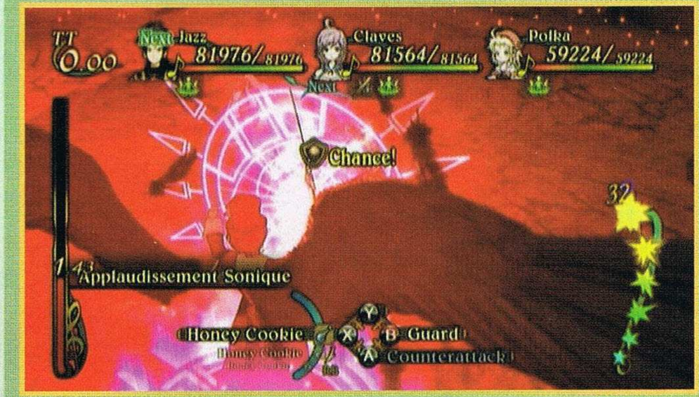


LVL	59	ATK	694	DEF % VS LIGHT	50	EXP	0
MAX HP	1,493,120	DEF	276	DEF % VS DARK	50	GOLD	1000

Frederic fights more fiercely than ever, desperate to prove that this is all a dream! His Pala is a low damage ranged attack.

Watch out for Orzel Bialy! This move collects auras and blows them upward, causing substantial damage. His Applaudissement Sonique is a devastating are of effect attack, too.

Treat Frederic as you would any other boss battle. Keep your health up and block whenever possible. Build up your Echoes to create massive Harmony Chains.



Apllaudissement Sonique.

Although you have defeated Frederic and brought your party back together, your grand performance isn't over yet! To finish all of the quests, adventures and sessions, you must play through the game a second time! You keep all of your Score Pieces as well as your Party Levels. You face more menacing enemies and special monsters and you may even see a certain pesky pirate captain again!

Mysterious Unison

SCORE PIECE 23,24,25

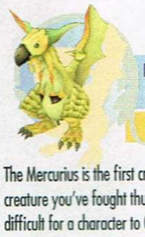
This massive dungeon contains new monsters to fight, much tougher bosses, and it has many unique items and additional Score Pieces!

All the characters are available for this dungeon, so try different character combinations to suit your own unique playing style. Be aware that this dungeon is more difficult so be prepared for some tough fights!

Oasis/Mysterious Unison

After you get the **Hero's Crest** leave the Double Reed Tower and venture into the Noise Dunes. Keep going to the right, near the top of the area, to reach the Oasis.

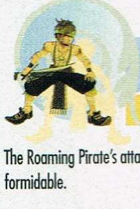
Search behind the Hero's Gate to find a chest containing the **Tyrant's Crown**. Use the Hero's Crest to open the Hero's Gate and enter Mysterious Unison.



MERCURIUS

LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
63	240,600	810	314	50	50	49999	1000

The Mercurius is the first creature you fight in Mysterious Union and, depending on your party's level, may be the toughest creature you've fought thus far. These monsters hit very hard, so use Guard often. If their first attack connects, it can make it difficult for a character to Guard against the foe's next attack.

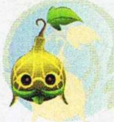


ROAMING PIRATES

LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
65	161,180	859	381	50	50	47333	500

The Roaming Pirate's attacks are very similar to the other pirates in the game, but these opponents are much more formidable.

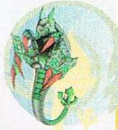
Gather your party close together to make the Roaming Pirates close in to attack. This enables your party to unleash more multi-hit attacks, raising your Echoes more quickly. Unleash your fully loaded special attacks and these scurvy dogs will be swabbing the decks in no time.



PERFECT MELON

LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
67	160,340	911	492	50	50	45000	1000

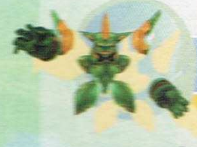
These strange, bouncing creatures are perhaps the weakest foes in Mysterious Unison. Spread your party out so that the Perfect Melon's area of effect attacks cause the least damage.



RYUUGUU

LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
70	253,320	993	350	50	50	46100	600,000

Ryuuguu's use moves similar to Sorbies, but these foes are much meaner. Using their sharp, insect-like legs, these monsters deliver a devastating three-hit attack that ends with a sharp smack of their armored tail. Be quick to Guard against these attacks to avoid any unnecessary healing. Ryuuguu have one of the best gold values in the game and defeating them is a good way to get the cash you need for Mute.



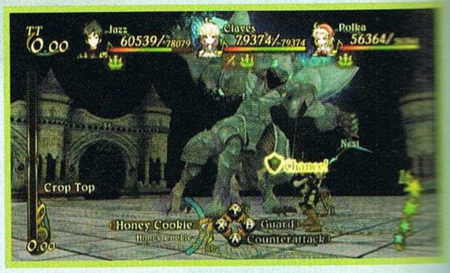
ASTRAL LIED

LVL	HP	ATK	DEF	DEF % VS. LIGHT	DEF % VS. DARK	EXP	GOLD
73	165,620	1082	515	50	50	48950	1,500,000

These strange, magical constructs are the highest level of creatures in the dungeon and, apart from bosses, provide some powerful challenges.

Use abilities that build up Echoes quickly and transfer the power to your heavy hitting Harmony Chains. Don't let your party stand too close to one another, as these foes have a couple of attacks that can take advantage of such situations.

Entrance

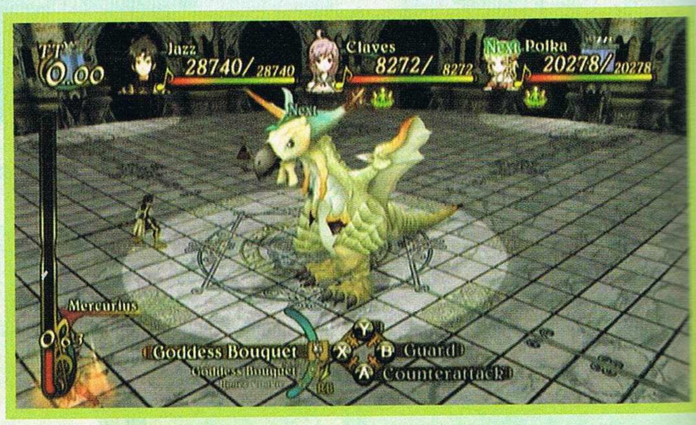


After entering the dungeon, you meet Claves. Her body is here but her soul has been fragmented and she needs your help to collect the seven **Soul Shards** that are scattered throughout this place. After speaking with her, save your game.

Claves

Claves is currently the level she was when Rondo murdered her. While it is easier to exclude her from the party, if you are up to the challenge of keeping her alive through the first handful of battles, she levels quickly and becomes a great asset.

Before moving on to the next level, the party must defeat the Mercurius guarding the teleporter. The Mercurius is an especially tough foe, and is probably a few levels higher than your characters at this point. Make sure to Guard whenever possible to mitigate some of its damage. Before the fight, make sure your Item Set is loaded and don't hesitate to use recovery items. After defeating this foe, step through the teleporter.



Fight the Mercurius.

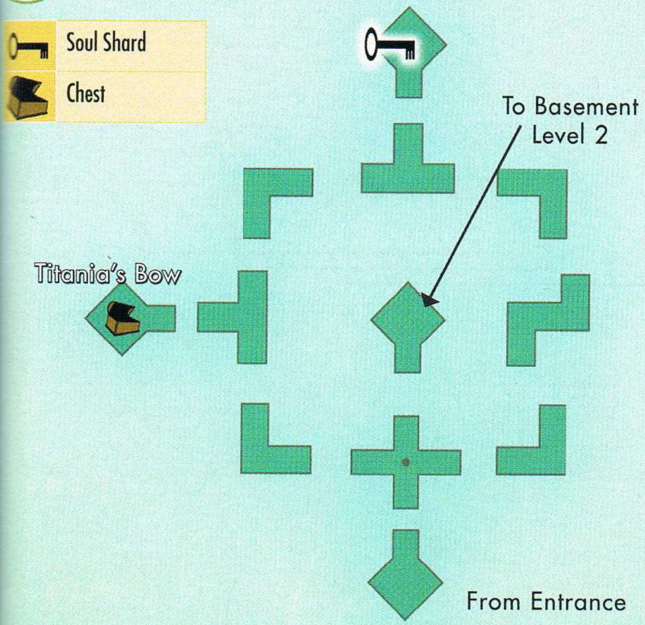
Party Level 6

Congratulations! You have reached Party Level 6! This means that you can create devastating Harmony Chains up to six moves long! Any remaining Echoes will continue over to the next battle.

Of course, you don't get all this good stuff without an added challenge. While performing a Harmony Chain, the button assignments switch!

For example, instead of pushing the B button to guard, it may switch to the Y or A button. The X button always stays assigned for item use. You must pay close attention to complete the extended Harmony Chains!

Basement Level 1

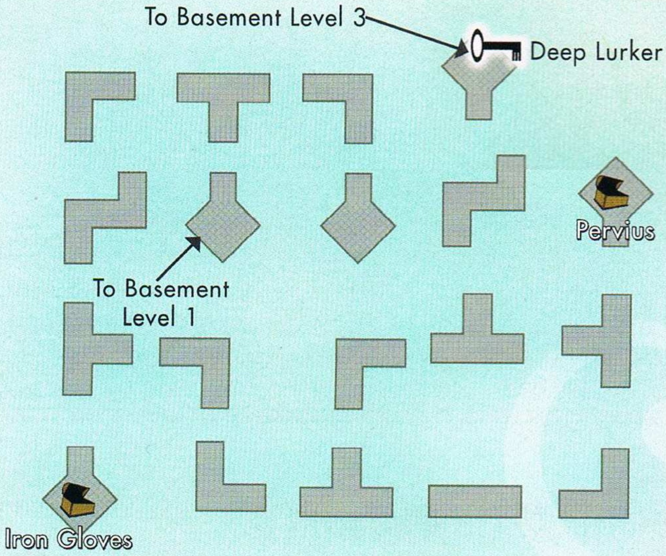

Soul Shard
Chest
To Basement Level 2
Titania's Bow
From Entrance

This level features many more Mercurius foes. Don't forget to pick up the first **Soul Shard** while exploring this level, then head toward the next teleporter.

Saving Your Game

Each time you enter a new level, you can access any previously visited level. This is extremely handy because the only Save Point is at the entrance. After entering a new level, step back on the teleporter to travel back to the entrance, save your game, and then teleport right back down to continue.

Basement Level 2


To Basement Level 3
Deep Lurker
Pervius
To Basement Level 1
Iron Gloves

Roaming Pirates have joined the Mercurius foes on this level, so take some time to defeat them and gain some much needed experience points.

These Pirates make Dolce's crew look like landlubbers! They hit very hard and can take a great deal of punishment before falling in defeat. Before you can move down to the next level, the party must defeat the Deep Lurker.

TT
0.00
Jazz
81976/81976
Salsa
29740/48119
Next Polka
56243/59224
18 Hits!
14190
Heat Blade
Floral Essence
Heat Blade
B Guard
A Attack
2837
1105
0.00

"Ye be getting the black spot!"

DEEP LURKER

LVL	61	ATK	511	DEF % VS LIGHT	50	EXP	600,000
MAX HP	912,840	DEF	357	DEF % VS DARK	50	GOLD	0

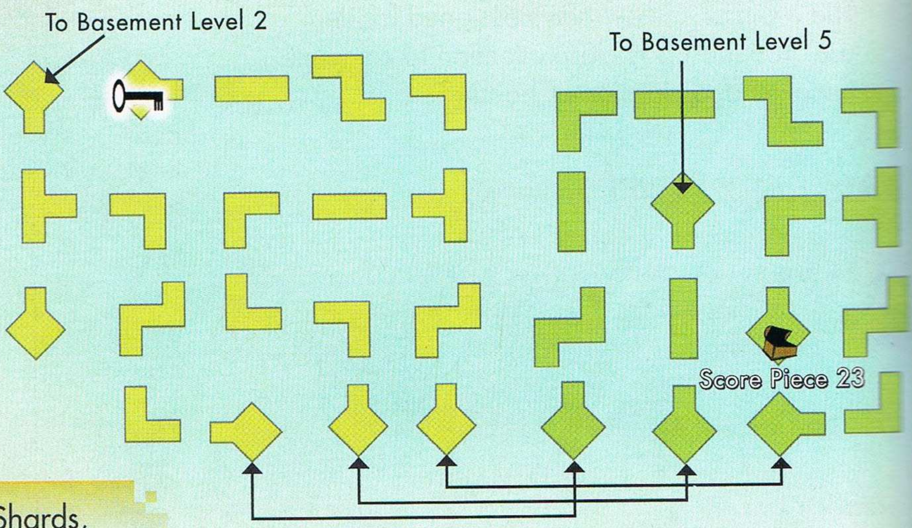
As noted previously, the boss battles in the dungeon are very challenging. The Deep Lurker can dish out a great deal of damage, so use Viola's Heal Arrow to keep your party in good shape. Take full advantage of Harmony Chains to defeat this boss. For winning, the party receives another **Soul Shard**.

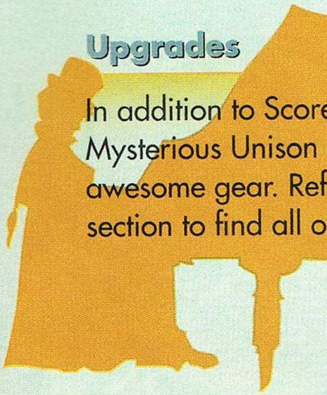
Nasty Roar
Honey Cookie
Guard
Counterattack

Nasty Roar.

Basement Level 3 and 4

These two levels are connected by three teleporters. Don't forget to pick up the third **Soul Shard**, as well as **Score Piece 23**.

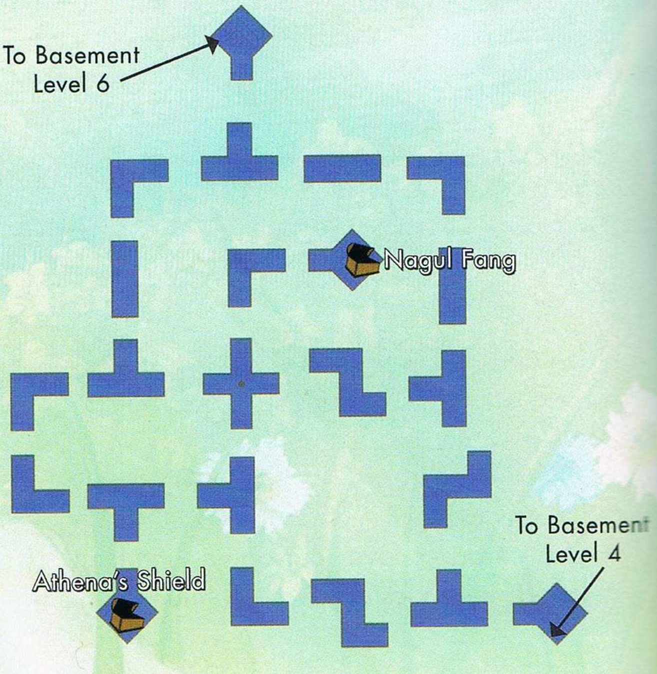

To Basement Level 2
To Basement Level 5
Score Piece 23



Upgrades

In addition to Score Pieces and Soul Shards, Mysterious Unison contains some pretty awesome gear. Refer to the maps in this section to find all of the chests!

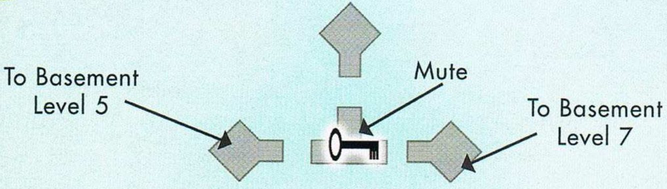
Basement Level 5


To Basement Level 6
Nagul Fang
Athena's Shield
To Basement Level 4

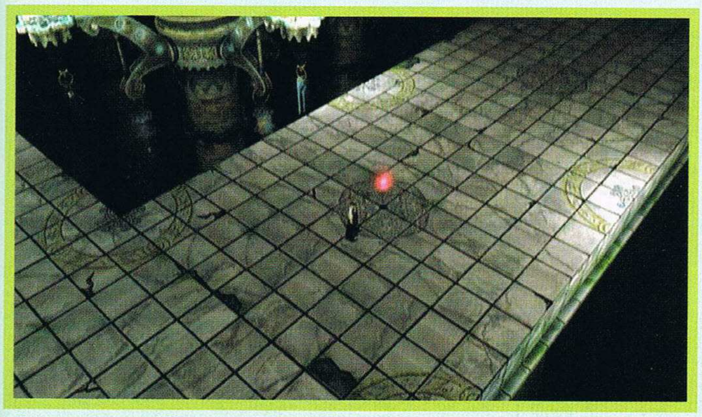
Jazz 60509/62214
Claves 58024/58024
Polka 44729/44729
Chance!
Next
An Tournant
Honey Cookie
Counterattack
Guard

There are plenty of pirates and Mercurius foes roaming about, but this level also introduces a rather unusual creature—the Perfect Melon. Don't let its small size fool you, as this foe can be quite the handful.

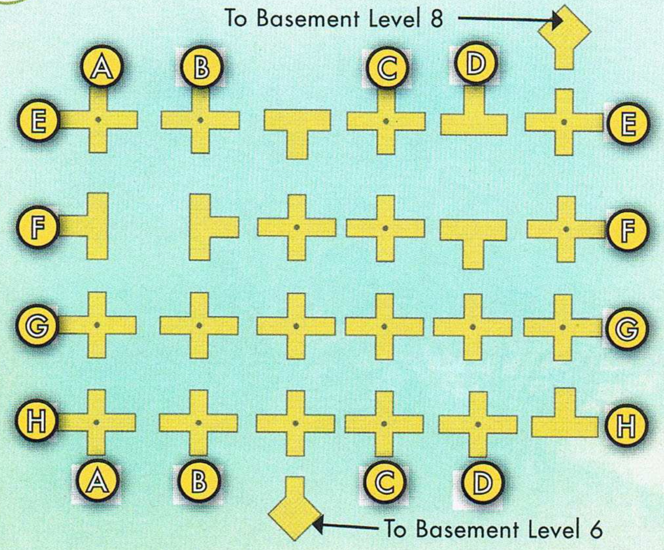
Basement Level 6


To Basement Level 5
Mute
To Basement Level 7

After arriving on Basement Level 6, the party notices an empty chest. By sheer coincidence, Mute (the spirit here), just happens to have a **Soul Shard** for sale. Her asking price is 99,999,999G. Chances are, you don't have that kind of cash. Luckily, some of the creatures in this dungeon pack hefty purses.

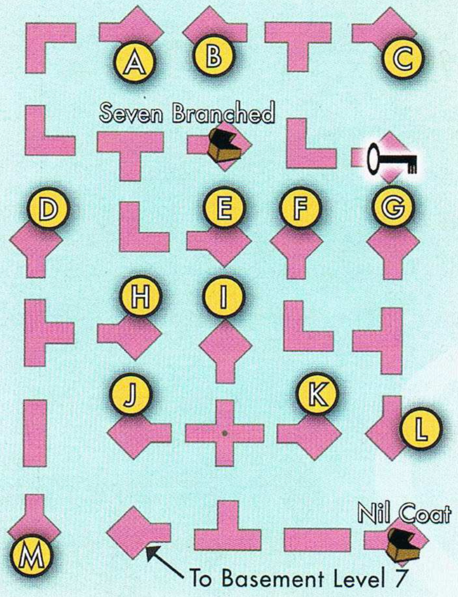


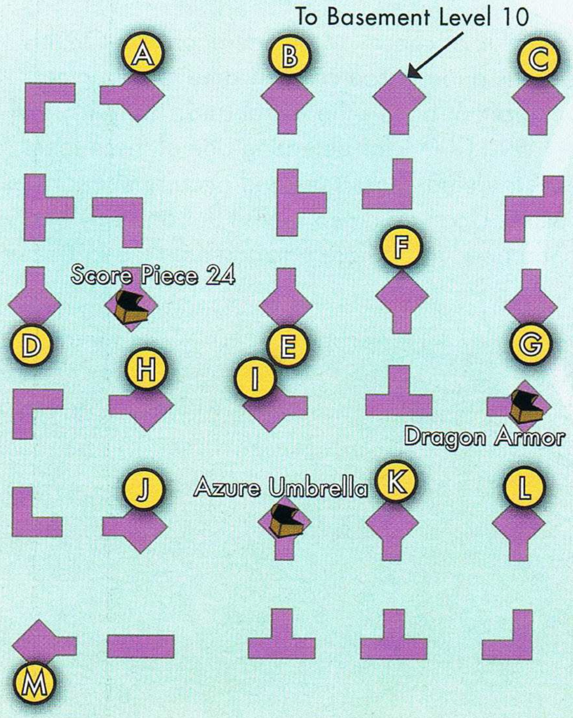
Basement Level 7


To Basement Level 8
A
B
C
D
E
E
F
F
G
G
H
H
A
B
C
D
To Basement Level 6

This level has an unusual design, as many of the "dead end" paths actually loop around to the other side of the level. Pay close attention to the map to reach the next teleporter.

Basement Level 8 and 9

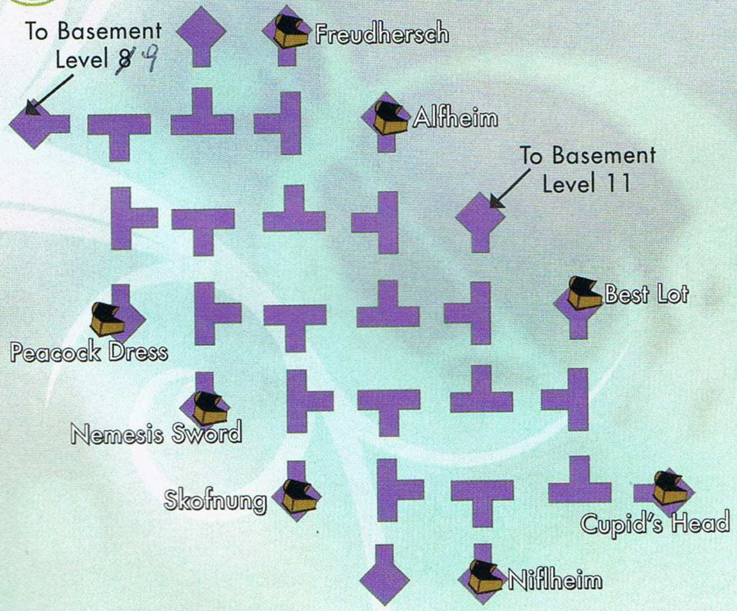

A
B
C
Seven Branched
D
E
F
G
H
I
J
K
L
Nil Coat
M
To Basement Level 7


To Basement Level 10
A
B
C
F
Score Piece 24
D
E
G
H
I
Dragon Armor
J
Azure Umbrella
K
L
M

These two levels are interconnected by a large system of teleporters. The maps illustrate which teleporters connect to one another; refer to them often to navigate through these two levels. Make sure you pick up **Score Piece 24** and the fourth **Soul Shard** while you're here.

This is where Ryuuguu foes start to make an appearance. These creatures prove challenging, but they drop a great deal of gold. Fight them to obtain their gold to help meet the asking price that Mute has set for her Soul Shard.

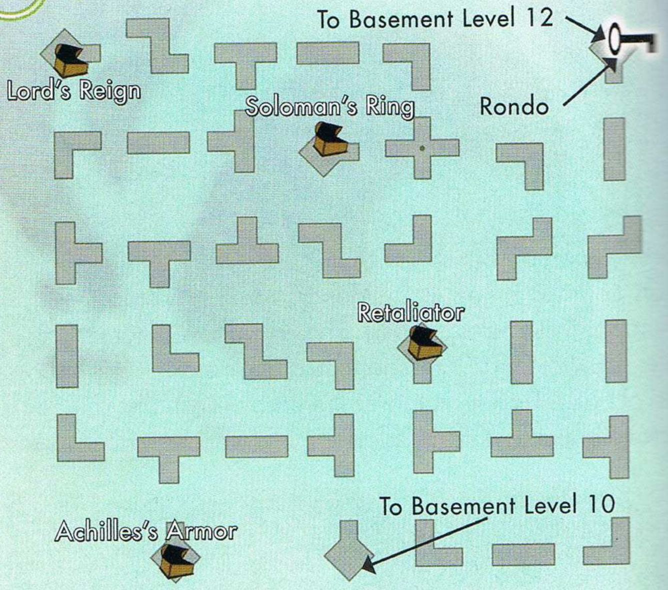
Basement Level 10


To Basement Level ~~8~~ 9
Freudhersch
Alfheim
To Basement Level 11
Best Lot
Peacock Dress
Nemesis Sword
Skofnung
Cupid's Head
Niflheim

This level is full of chests, so plunder them all. On this level, there is another source of income to help meet Mute's exorbitant price—the Astral Lied. The party will receive 1,500,000G for defeating one of these foes! Take some time to defeat these foes and acquire enough gold to pay Mute. Upon doing so, revisit her and buy her Soul Shard. You need this before you can fight the last boss on the final floor.

TT
0.00
Jazz
74321/74321
Next
Claves
73062/73062
Polka
50363/53607
Next
Level Spank
Honey Cookie
Guard
Counterattack

Basement Level 11


To Basement Level 12
Lord's Reign
Soloman's Ring
Rondo
Retaliator
Achilles's Armor
To Basement Level 10

By now, your party should have gained enough experience to make fighting these dungeon creatures much easier. Before you can reach the teleporter leading down to the next level, there is a more difficult challenge to face.

Astral Lied !
ab Level 11 !

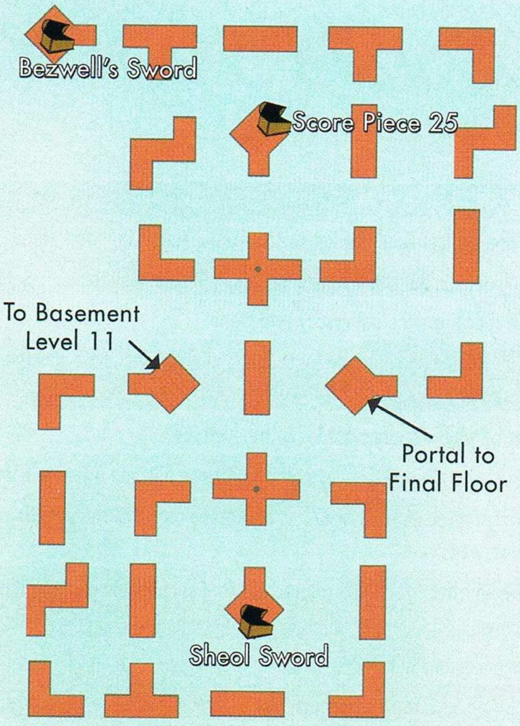
RONDO

0.00
Bombardment
Honey Cookie
Counterattack
Guard

LVL	75	ATK	1191	DEF % VS LIGHT	50	EXP	1,500,000
MAX HP	3,220,090	DEF	441	DEF % VS DARK	50	GOLD	0

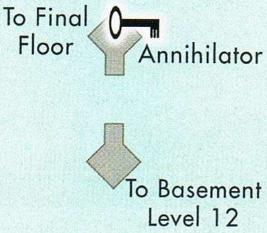
Rondo uses the same attacks as before, but death has made her a much more formidable foe. Try to Guard at every opportunity and build up Echoes before unleashing some special attacks. Make sure you have one character always in a position to heal. Once she falls, the party gains another **Soul Shard**.

Basement Level 12


Bezwell's Sword
Score Piece 25
To Basement Level 11
Portal to Final Floor
Sheol Sword

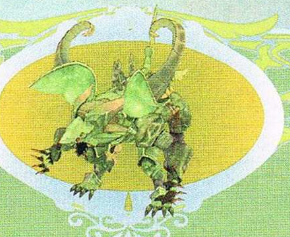
Be sure to pick up **Score Piece 25** before heading to the Final Floor.

Final Floor


To Final Floor
Annihilator
To Basement Level 12

After collecting six of the seven Soul Shards, it's time to fight the last boss!

ANNIHILATOR



LVL	78	ATK	1479	DEF % VS LIGHT	50	EXP	1,800,000
MAX HP	4,958,710	DEF	437	DEF % VS DARK	50	GOLD	0

The Annihilator is a tough foe, far more difficult than any of the other bosses thus far. His abilities are similar to those of Ruined Body, but the Annihilator hits harder and can take a great deal more damage. Constantly build up Echoes to take full advantage of the Harmony Chains. Make sure your Item Set is fully loaded with recovery items and ensure that at least one character is ready to heal. The fight does not end quickly, so keep a close eye on your party's health.

Crop Top
Honey Cookie

Claves's soul is restored!

Wrest the last **Soul Shard** from the Annihilator to restore Claves's splintered soul, making her whole once more. Now she can join your party on a permanent basis!

After the fight, you are rewarded with additional information about Chopin's life. You can now exit Mysterious Unison and return to the portal in Double Reed Tower to face Frederic and finish the game.

Accessories

NAME	ATK	DEF	SELL	LOCATION	DESCRIPTION
Alice's Watch	--	--	10	Xylophone Tower	Increase Tactical Time. Pocket watch from a rabbit in Wonderland.
Amethyst Bracelet	--	--	10	Rank A, Sullen Melody	Prevent Burst. The jewel controls peace and promises calm.
Athena's Shield	--	30	10	Mysterious Unison	Shield that turns the adversary into stone.
Brilliant Brooch	--	--	10	Rank S, Hungry Drum	Shining Body. Brooch made by knitting sunlight. It illuminates the surroundings.
Brisingamen	--	8	10	Defeat Fugue	Beautiful gold necklace made by the dwarves.
Bubbly Hat	--	--	10	Chest in Aria Temple Corridor	Increase speed by 10%. Allows the wearer to become more efficient.
Chapel EZI	--	--	321	Rank B, Desolate Saburo	Unknown effect. Statue of EZI as a priest rejoicing at the new beginning of newlyweds.
Cherry EZI	--	1	321	Rank A, Worrywort Horn	Unknown effect. A cherry-colored EZI that supposedly protects those who are pure.
Copper Necklace	--	2	10	HMF: Middle North	A very ordinary necklace.
Crimson Brooch	--	--	10	Defeat Root Lurker	Burst. A brooch of fire treasured by a hero. It exudes a fighting spirit.
Dark Brooch	--	--	10	Rank S, Captive Conga	Darkness Body. Brooch born from the abyss. It darkens the surroundings.
Demonic Mask	--	--	10	Defeat Waltz	Prevent enemy's critical hit. Oriental mask that depicts a demon.
Diamond Bracelet	--	--	10	Rank A, Petty Oud	Prevent all status effects. Has a perfect jewel that negates all disasters.
Elite EZI	--	--	3210	Rank A, Solitary String	Unknown effect. EZI wearing a business suit.
Emerald Bracelet	--	--	10	Rank A, Thief Slur	Prevent Poison. The jewel detects danger and purifies both body and soul.
Eye of Horus	7	--	10	Defeat Ogre King and Wicked Shrub	Eye of the god who defeated chaos.
EZI Certificate	--	--	1	Rank A, Wiseman Maracas	Unknown effect. A certificate sent by the EZI Church when they recognize your belief.
EZI Handkerchief	--	--	1	Rank A, Conceited Choir	Unknown effect. A prince's handkerchief. The EZI embroidery was done by his fiance.
EZI Pendant	--	--	1	Rank A, Methodical Gospel	Unknown effect. A pendant born of the desire to protect one's beloved EZI.
EZI Pocketbook	--	--	1	Rank A, Tenacious Cornet	Unknown effect. EZI's schedule book. There are a lot of dates in it.
EZI Scarf	--	--	1	Rank A, Captive Conga	Unknown effect. Cheap scarf with the mark of EZI. Apparently it is not that bad.
Feathered Hat	--	--	10	Inside residence, Baroque City	Increase speed by 5%. Allows the wearer to move lightly.
Gold Necklace	--	5	10	Rank A, Hungry Drum	The beautiful detail grabs attention, but may seem gaudy.
Heart Pendant	--	--	10	Defeat Rondo	Increase maximum HP by 10%. A pendant to protect the one you love.
Hippolyte's Belt	5	--	10	Rank A, Sister Loving Trumpet	Symbol of the Amazons. Wearer is filled with pride.
Lace Veil	--	--	10	Defeat Killer Knight	Increase maximum HP by 5%. Hair accessory that is popular among young girls.
Laughing EZI	--	--	321	Rank A, Strolling Ghost Note	Unknown effect. EZI statue that throws you a kiss.
Lion's Chime	--	--	10	Xylophone Tower	Increase critical hit rate and decrease maximum HP. Bell that rings in a dance that awakens the fearful lion.
Magatama	--	6	10	Baroque Castle: Research Laboratory	The unique shape depicts the fetus growing inside the mother's womb.
Obsidian Mirror	--	9	10	Rank S, Granny's Girl Quena	Mirror that became a god's left leg when he lost it in a battle with a monster.
Onyx Bracelet	--	--	10	Rank S, Lonely Pitch	Prevent Stop. The jewel knows one thousand years of the always moving present.

NAME	ATK	DEF	SELL	LOCATION	DESCRIPTION
Peace Earring	--	--	10	Defeat Dolce in Wine Cellar (first only)	Increase defense by 10%. Silver earrings that exude peace.
Pocket Watch	--	--	10	Defeat Dolce in Wah Lava Cave.	Action Gauge increases when attack hits. Keep it in a pocket to keep track of time.
Power Ring	--	--	10	Reward for the trade series, Mandolin Church Catacombs	Increase attack power by 10%. Ring that exudes power.
Rainbow EZI	--	--	5	Elegy of the Moon shop	Unknown effect. Legendary EZI statue that changes color depending on the monetary value of the offering.
Recovery Gloves	--	--	10	Woodblock Groves	Recover HP by 10% at the beginning of turn. Magical gloves that recover the wearer's HP with time.
Recovery Orb	--	--	10	Aria Temple, Gallery of Heaven	Recover HP by 20% at the beginning of turn. Magical orb that recovers the holder's HP with time.
Ruby Bracelet	--	--	10	Rank A, Impatient Pizzicato	Prevent Passive. The jewel embodies passion and protects the honest heart.
Seven Stars	--	--	10	Pirate's Treasure	Increase EXP by 20% for all. Charm with the truth of the universe written upon it.
Shadow Helm	--	11	10	Rank A, Desolate Saburo	Hades may come to erase you when the helmet turns you invisible.
Shard of Sampo	--	7	10	Chest in Sharp Mts.	Fragment of a millstone that was treasured by a witch.
Silver Necklace	--	3	10	Glissandro Cliffs Area 2	A necklace that exudes an air of calm.
Sky Blue Brooch	--	--	10	Rank S, Lonesome Loco	Air Body. Brooch that has the power of the cloud-walkers. It has the power to negate gravity.
Small EZI	--	--	321	Rank A, Precocious Flute	Unknown effect. A small EZI statue. It cries out for attention when everyone is asleep.
Smiling EZI	--	--	321	Rank A, Contrary Marimba	Unknown effect. Depicts a smiling EZI. Children cry when they see it.
Solomon's Ring	10	--	10	Mysterious Unison	Ring that belonged to the king who controlled demons.
Speed Shoes	--	--	10	Glissando Cliffs Area 3, part of trade series	Increase movement speed in battle. Shoes that allow you to run like the wind.
Spell Book	--	--		Celesta Forest, reward for trade	Increase MAG by 10%. An ancient book that records everything about magic.
Spirit Arrowhead	3	--	10	Glissando Cliffs Area 3	Remnant of an arrow shot by a spirit.
Stone Sword Hilt	2	--	10	Agogo Forest, Middle South	Stone handle for a sword without a blade.
Sunlight Guards	--	10	10	Rank A, Aloof Fiddle	Armor made by the sun god on a whim.
Swimming EZI	--	--	321	Rank A, Twilight Juju	Unknown effect. EZI in just his swim suit. His beer belly is showing.
Topaz Bracelet	--	--	10	Rank A, Lonesome Loco	Prevent Slow. The jewel beats in time with the heart and lives with the beating of time.
Tyrant's Crown	--	--	10	Noise Dunes	Burst and increase maximum HP by 20%. Worn by a king to symbolize power.
Werewolf Choker	--	--	10	Defeat Dolce in wine cellar	Increase Echoes. The fang belonged to a werewolf. The hungry beast adds another hit.
Best Lot	20	--	10	Mysterious Unison	The chosen ammunition.
Lead Slug	3	--	10	N/A	A lead slug.
Piercing Shell	5	--	10	Bow of Boroque ship	A sharp penetrating bullet.
Silver Bullet	10	--	10	Rank S, Easygoing Flat	A silver bullet that has been blessed.
Cupid's Head	30	--	10	Mysterious Unison	Arrows of the god of love that have shot down numerous heroes.
Flare Head	5	--	10	N/A	Magical arrows that burst into flame when shot.
Rapture Head	10	--	10	Rank S, Twilight Juju	Arrows that explode after piercing armor.

Weapons

Allegretto

NAME	ATK	BUY	SELL	LOCATION	DESCRIPTION
Back Sword	50	--	85	Woodblock Groves	A single-edged sword used by heavy infantry. It is strapped on the back to hide it from view.
Branch Sword	38	--	60	Andantino Secret Passage	An old-style knight's sword. It is light, quick and strong. Used mainly for stabbing.
Claimh Solais	86	--	185	To Coda Ruins	Sword of fire and light. It always takes down its target.
Crescent Blade	42	--	75	Defeat Tuba; 2nd battle	Recover 10% HP at the beginning of turn. An eastern imperial sword. It can be very powerful in battle due to its weight.
Doom Guard	80	1500	375	Baroque shop (Chapter 6)	Stolen by Vainamoinen from the keepers of the gates to the afterlife.
Dragoon Blade	20	1000	250	Andante shop	Inflicts greater damage to dark creatures. Given to aspiring dragoons personally by the King.
EZI Paddle	32	--	1	Rank A, Granny's Girl Quena	A wooden sword filled with EZI's anger for the depraved world.
Hellstriker	65	--	125	Lento Cemetery	Charmed with a spell to overcome all enemies. It has passed through the hands of three honorable men. Grants Burst.
Hunting Knife	7	30	5	**Starting weapon**, Ritardando shop (Chapter 1)	A knife that can be used in a wide range of situations. It is small and easy to carry.
Jade Falcon	73	1400	350	Baroque shop (Chapter 5)	Increases movement speed in battle. Can be quick as lightning in the hands of the right user.
Jokulsnaut	110	--	260	Defeat Waltz	Sent from the hero Grettir to his brother, Atli. It destroys the weapons of enemies.
Lech Blade	149	--	300	Double Reed Tower	Sword that led Lech to the eagle's nest and founded a country.
Long Sword	20	250	60	Defeat Ogre Champ	Used by eastern swordsmen, this sword is swung from above the head.
Nidhogg's Fang	128	--	275	Xylophone Tower	Chance of poisoning the enemy on hit. The third fang of Nidhogg. It is soaked with the sap from Yggdrasil.
Poison Blood	24	--	50	Fort Fermata	Chance of poisoning the enemy on hit. Used by officials for self defense. It emits a poison liquid.
Saber	12	150	35	Defeat Bread Gang, Agogo Village shop	A single-edged sword with a large grip. Used exclusively for fighting.
Scramasax	75	--	135	Mandolin Church Catacombs	A sword from the northern lands; crafted in the dark ages. It is said to freeze the blood of those it touches.
Seven-Branched	182	--	325	Mysterious Unison	Oriental sword that depicts a flame. It is blessed by the god of war.
Sheol Sword	200	--	1250	Mysterious Unison	Recover HP by 10% at the beginning of turn. Sword from another dimension that governs light and dark.
Silver Star	240	--	5	Rank A, Henpecked Phil's Dad	Increase active time and critical hit rate. Sword named after the silver star that protects the goddess of the moon. The blade is said to isolate life and death.
Sunbringer	70	2100	525	Mt. Rock, Elegy of the Moon shop	The sword of the sun. Borrowed from a three-fingered troll by Ahti.
Velmungdd's Lust	160	--	500	Double Reed Tower	Sword buried by the King Velmungdd.
Walloon Sword	30	350	85	Forte City shop	A sword used by mercenaries in the lowlands. The special grip provides added control.

Beat

NAME	ATK	BUY	SELL	LOCATION	DESCRIPTION
Arquebus	6	20	5	Ritardando shop (Chapter 1), **starting weapon**	Primitive hook gun. Has a gunstock to stabilize the shot.
Cerberus Canine	138	--	275	Double Reed Tower	Increase speed by 10%. Weapon belonging to a royal family and feared as the fire of hell.
Flintlock Pick	70	1300	325	Aria Temple	Chance of stopping the enemy on hit. A pickaxe is attached to the gun.
Hatchet Musket	58	1100	275	Ritardando shop (Chapter 5)	Chance of slowing the enemy on hit. Infantry gun equipped with a hatchet for ambush. It has no gun barrel.
Hoolurge Gun	45	800	200	Baroque Ship shop	Gun equipped with a steel claw. Responsible for eliminating metal plate armors in the field of battle.
Jezail	15	--	15	Chorus Plains	Front loading rifle. It has a specialized gunstock.
Lohar Cannon	20	1000	250	Baroque City shop (Chapter 4)	Inflicts greater damage to light creatures. Gun belonging to the warring peoples of Khyber Pass.
Magnum Arm	91	1900	475	Item merchant in Mt. Rock, Elegy of the Moon shop	Absorb 10% of inflicted damage as HP. Weapon used by wild animal hunters. It is a thick weapon that can withstand powerful gunpowder.
Matchlock Axe	77	--	235	To Coda Ruins	Gun belonging to a rebel army that lost in the war. The family crest has been shaved off.
Nagul Fang	170	--	500	Mysterious Unison	Increase speed by 10%. Weapon that holds the spirit of Nagul. It is said to lead the wielder to the correct path.
Sabertooth	63	1200	300	Baroque (Chapter 5)	Action Gauge increases when attack hits. The tooth from a giant tiger hits the enemy's weak point. It is traded at a high price.
Serpentine Lock	8	80	20	Agogo Forest, Agogo Village shop	Old one-handed pistol. Place the curled flint fixture to the burner.
Warhammer Gun	53	--	125	Sharp Mts.	An all-purpose weapon; a sledgehammer attached to a gun.
Wolf's Fang	23	250	60	Forte City shop	Gun decorated with a brutal mountain wolf's fang.

Polka

NAME	ATK	BUY	SELL	LOCATION	DESCRIPTION
Azure Umbrella	173	--	500	Mysterious Unison	The heavens appear to open in this beautiful umbrella.
Bat Umbrella	26	250	60	Item merchant in Hannon Hills, Forte City shop	Very expensive umbrella of exquisite design.
Blossom Parasol	85	1900	475	Item merchant in Mt. Rock	Pale umbrella that opens and closes softly.
Cute Umbrella	5	--	5	**Starting weapon**	Very lovely umbrella.
Frilly Umbrella	31	--	30	Andantino Secret Passage	A frilled black umbrella stitched with gold thread.
Gold Moon	210	--	5	Rank A, Quack Ukulele	Recover 10% HP at start of turn, increase EXP by 5% for all. A goddess's umbrella that protects all people from ill will that falls from the heavens.
Golden Parasol	102	2100	525	Elegy of the Moon shop	Mysterious umbrella that can warm the wind.
Jonas's Parasol	41	700	175	Baroque Ship shop, Baroque City shop (Chapter 4)	An oriental umbrella that belonged to a famous traveler.
Leaf Umbrella	70	1200	300	Baroque shop (Chapter 6)	Umbrella dyed with very precious green dye.
Paper Umbrella	23	--	15	Fort Fermata	Oriental umbrella soaked in oil to repel the rain.
Saffron Parasol	53	--	110	Wah Lava Cave	Pale blue umbrella.
Snow White	62	1200	300	Celesta Forest	Bright white umbrella.
Teardrop	130	--	275	Double Reed Tower	Umbrella of the nymph Eurydice, who longs for her lover.
Torn Umbrella	50	750	185	Defeat Captain Dolce	Darkness Body. Umbrella that rips in every storm, but does not break.
Walking Parasol	7	--	10	Heaven's Mirror Forest	Very light, large umbrella. Can lift someone up if there is a strong wind.
Wet Umbrella	15	70	15	Agogo Forest, Agogo Village shop	Slightly large umbrella with glossy black cloth.

Frederic

NAME	ATK	BUY	SELL	LOCATION	DESCRIPTION
Apollo's Staff	78	--	125	To Coda Ruins	Shining Body. Golden staff made by the god Apollo.
Bamboo Shaft	10	--	10	Defeat Forest Boar	Light baton made of a plant from the orient.
Buffalo Horn	35	700	175	Andante Secret Passage, Baroque Ship shop	Baton made from a buffalo's horn. It is transparent and glitters in the sunlight.
Cork Baton	18	200	50	Agogo Village shop	Baton made from cork. Used by beginners.
Ebony Shaft	52	900	225	Baroque City shop (Chapter 4)	Maximum HP increased by 5%. Staff adorned with a statue. It has beautiful carvings and is rather heavy.
Gold Baton	61	1300	325	Baroque shop (Chapter 5)	Maximum HP increased by 5%. Small baton adorned with jewels.
Harmonic Wand	47	--	110	Pirate Ship Dolce	Mysterious wand that sings in harmony when wielded.
Maple Baton	25	250	60	Fort Fermata	Maximum HP increased by 5%. Baton made from maple.
Mistilteinn	100	1900	475	Item merchant in Mt. Rock, Elegy of the Moon shop	A mistletoe branch. Killed Baldur and started Ragnarok.
Muse Rod	86	1350	335	Baroque shop (Chapter 6)	Rod belonging to the Muses. It gives birth to poetical imagination.
Oak Barrel	28	280	70	Forte City shop	Baton made from oak. Does not bend easily.
Oracle Cane	67	--	150	Aria Temple	MAG +5. A cane belonging to a prophet who was exiled for foretelling the future.
Pine Baton	8	--	5	**Starting weapon**	Baton made with pine from Northern Europe. It is soft and easy to scratch.
Prophetic Cane	60	--	135	Mandolin Church Catacombs	Cane that belongs to a prophet. It is able to command the masses.
Resonating Wand	55	--	125	Wah Lava Cave	Magic wand that confuses the weak.
Freudhersch	180	--	500	Mysterious Unison	A baton found after the death of a great conductor.
Voiceless Scepter	143	--	235	Noise Dunes	Scepter of a king with no people.

Viola

NAME	ATK	BUY	SELL	LOCATION	DESCRIPTION
Artemis's Bow	116	2100	525	Item merchant in Mt. Rock	Increase movement speed in battle. Bow that belongs to the goddess Artemis. It shot her lover Orion.
Double Crescent	84	1200	300	Mandolin Church Catacombs, Baroque shop (Chapter 5)	Synthetic bow with metal parts.
Elven Sight	109	1350	335	Baroque shop (Chapter 6)	A magic bow with perfect aim.
Imperial Guard	91	--	150	Aria Temple	Increase EXP by 5% for all. Lord's bow. Protected a prince by plucking the string.
Lugh Lamhfhada	150	2500	625	Elegy of the Moon shop	Weapon that hungers for the blood of Lugh the Long Hand.
Monkey Bow	77	800	200	Andante shop	A bow used to frighten away mountain monkeys.
Rapid Fire	40	280	70	Fort Fermata, Forte City shop	Longbow that excels at quick firing.
Reed Bow	47	--	35	Glissando Cliffs	A simple bow made of reed. Easy to aim, but not very powerful.
Swallow Shooter	59	--	75	Adagio Swamp	Increase movement speed in battle. A very beautiful bow.
Thunder Stir	80	--	100	Defeat Death Crow	Increase movement speed in battle. Bow used by the imperial guards to kill a chimera.
Titania's Bow	178	--	500	Mysterious Unison	Bow belonging to Titania, Queen of the Faeries.
Windblow	68	--	85	Woodblock Groves	A bow that shoots arrows so fast they cannot be seen by the naked eye.
Worn Bow	30	--	15	**Starting weapon**	Bow found in storage. Needs a new string.

Salsa

NAME	ATK	BUY	SELL	LOCATION	DESCRIPTION
Chakram	10	--	110	Sharp Mountains	Sharp circular blade used in the orient. It is able to slice through thick branches.
Laricus	15	--	85	**Starting weapon**	Inflicts greater damage to dark creatures. Offered to the Temple of Beauty.
Lunar Eclipse	25	--	135	To Coda Ruins	Shining Body Made from the fang of Hati, the wolf who chases the moon.
Mercy Breath	56	750	185	Pirate Ship Dolce, Baroque City shop (Chapter 4)	Bracelet of the Titans.
Muspelheim	95	2000	500	Item merchant in Mt. Rock, Elegy of the Moon shop	Dropped by a devil from the kingdom of flames. It is encircled with flames.
Orbis	73	1100	275	Celesta Forest	Weapon made for the army that made 11 pacts. It symbolizes ideal and betrayal.
Ruthless	109	--	310	Xylophone Tower	Weapon of the hero Jagiellonka.
Torquatus	15	--	125	Defeat Fugue	Shining Body. A circular blade said to have been invented by the great General Manlius.
Wilderness	90	--	125	Defeat Dolce	Evil blade that appears every one hundred years from darkness and returns to darkness.

Jazz

NAME	ATK	BUY	SELL	LOCATION	DESCRIPTION
Bastard Sword	88	1300	325	Ritardando shop (Chapter 5)	A long heavy sword.
Bezwell's Sword	220	--	750	Mysterious Unison	Absorb 20% of inflicted damage as HP. Sword of a legendary king that was used only once. It is said to make a terrible sound when it is taken out of the scabbard.
Broad Sword	60	--	60	**Starting weapon**	A wide and thick double-edged sword.
Falchion	73	--	75	Adagio Swamp	A weapon with a curved wide blade. It can be wielded one-handed.
Hecatomb	125	3000	750	Elegy of the Moon shop	Sword that sacrificed one hundred bulls in an ancient ritual.
Herebra	93	--	160	Defeat Root Lurker	Passive. A long sword used by Phoenician soldiers.
Pyro Blade	110	--	225	Andante	Burst. Bloodthirsty sword that ignites when taken out of the scabbard.
Rib Crusher	102	--	210	Aria Temple	Slow. Sword with immense destructive powers. It is swung horizontally to get underneath the opponent's shield.
Skofnung	195	--	410	Mysterious Union	Burst. Sword of Hrolfr Kraki. Inflicts a wound only it can heal.
Soul Cremator	118	2200	550	Item merchant in Mt. Rock	Fearful sword that devours the soul of any who touch it.
Thiassi's Bone	158	--	375	Defeat Ogre King and Wicked Shrub	Slow. Sword crafted from the giant Thiassi's bone. It freezes the enemy.
Tyrant Slayer	162	--	400	Double Reed Tower	Legendary magic sword said to have killed a giant dragon.
Vanquisher	139	--	275	Defeat Waltz	Passive. Sword worn by the tyrant of an empire. It symbolizes leadership.
Zweihander	98	1800	450	Baroque shop (Chapter 6)	Two-handed sword used to strike down with force.

Falsetto

NAME	ATK	BUY	SELL	LOCATION	DESCRIPTION
Brain Shatterer	70	1000	250	Returns with it in Chapter 5	An item that can only be used by a master.
Brass Knuckle	44	--	30	**Starting weapon**	Cheap gauntlets made of brass.
Celestial Gloves	108	2200	550	Elegy of the Moon shop	Chance of slowing the enemy on hit. Gloves soaked in holy oil.
Death's Head	83	--	150	Defeat Rondo	An evil weapon. The wearer is said to hear the voice of demons.
Iron Gloves	160	--	300	Mysterious Unison	Slow. A massive gauntlet worn by Thor when he wielded his hammer.
Jiao Zhu	97	2000	500	Item merchant in Mt. Rock	A striking weapon that fits in the palm of the hand. It is said to be invented by an emperor.
Lord's Reign	179	--	500	Mysterious Unison	Increase combos when attacking. Faint magic covers the hand and wrist.
Mailed Fist	10	--	85	Lento Cemetery	Dark +50. Inflicts greater damage to light creatures. Weapon used by heavy infantry.
Meat Hook	50	--	45	Cantabile Inn	An item used by ordinary butchers. A weapon for assassins.
Power Stroke	54	700	175	Andante shop	Chance of slowing the enemy on hit. An enhanced gauntlet used by heavy infantrymen.
Tyr's Left Arm	123	--	275	Defeat Ogre King and Wicked Shrub	Action Gauge increases when attack hits. The left arm of the one-handed god Tyr.
Tyr's Right Arm	140	--	285	Defeat Hidden One	The arm of the one-handed god Tyr that was bitten off by Fenrir.

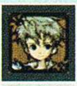
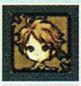
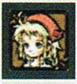
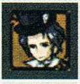
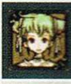
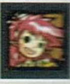
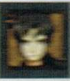
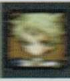
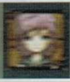
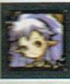
Claves

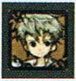
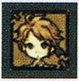
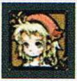
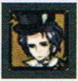
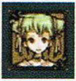
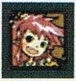
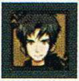
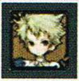
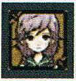
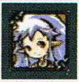
NAME	ATK	BUY	SELL	LOCATION	DESCRIPTION
Espada Rapier	20	--	30	**Starting weapon**	Dark +35. Inflicts greater damage to light creatures. Weapon worn by noble ladies of the court.
Fencing Saber	10	--	35	Woodblock Groves	Light +50. Inflicts greater damage to dark creatures. A light sword, great for piercing.
Nemesis Sword	180	--	325	Mysterious Unison	Sword said to have been born from the breast of the goddess Nemesis.
Retaliator	192	--	500	Mysterious Unison	Increases combos when attacking. Sword of the god Lugh. It protects the wielder from death.
Seraphic Touch	156	--	300	Returns with it in Mysterious Unison	Heavenly weapon that is lighter than a feather and sharper than steel.

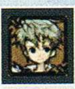
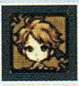
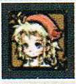
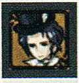
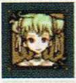
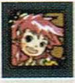
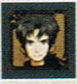
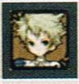
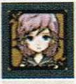
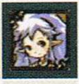
March

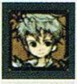
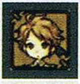
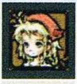
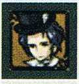
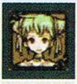
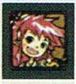
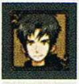
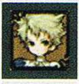
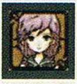
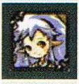
NAME	ATK	BUY	SELL	LOCATION	DESCRIPTION
Alvis Hoop	55	--	285	Defeat White Jewel	Dark+100. Blade forged by the dwarf Alvis.
Arc Strike	30	2200	550	Elegy of the Moon shop	Dark +90. A weapon said to have been invented by the great General Manlius.
Illunis	78	1200	300	Baroque shop (Chapter 6)	Increase critical hit rate. Dagger that belonged to Persephone, the Queen of Hades. It brings about true darkness.
Lunaticus	20	1150	285	Ritardando shop, Baroque shop (Chapter 5)	Dark +60. Inflicts greater damage to light creatures. Weapon said to have been a gift from the man in the moon.
Niflheim	70	--	325	Mysterious Unison	Dark +130. A circular blade brought from the Land of Mists. It is made with ice that does not melt.
Night Watcher	60	--	125	**Starting weapon**	Blade belonging to the twin moons that protect the night. It does not appear before those who are heartless.
No Name	95	--	155	Mt. Rock	A weapon forgotten by the fates. Does not exist.
Pervius	166	--	500	Mysterious Unison	Increase critical hit rate. Weapon brought back from the mouth of Mount Vesuvius. It burns the enemy with its high temperature.
Solar Eclipse	25	--	150	To Coda Ruins	Dark +65. Darkness Body. Made from the fang of Skoll, the wolf that is said to chase the sun.
Wheel of Will	127	--	275	Noise Dunes	Darkness Body. Fairy hoop that is said to guide the fate of heroes.

Armor

NAME	DEF	BUY	SELL											LOCATION	DESCRIPTION
Achilles' Armor	164	--	325	●						●		●		Mysterious Unison	The armor that belonged to the hero Achilles.
Antelope Armor	80	--	250	●						●		●		Mt. Rock	Maximum HP increased by 3%. Armor made from the hard horn of an antelope.
Battle Shirt	55	1000	250	●	●					●		●	●	Ritardando Shop (Chapter 5) **March starting equipment**	ATK +1. High quality armor designed to withstand countless battles.
Bird Cloak	43	--	110				●							Sharp Mts.	Black cloak that allows the wearer to hide in the night.
Black Velvet	65	1000	250			●			●				●	Baroque shop (Chapter 6)	A calming black velvet that looks very expensive.
Breast Guard	21	300	75	●	●					●		●	●	Agogo shop, item merchant in Hanon Hills	ATK +1. Light armor that emphasizes guarding the chest.
Charmed Scales	35	--	35	●						●		●		Andantino Secret Passage, **Claves starting equipment**	Scale armor with blessings on each scale.
Chivalry Armor	62	--	105	●						●		●		Lento Cemetery	Armor that belonged to a proud knight. It is a great honor to just wear it.
Cloth Dress	30	300	75					●			●			**Falsetto starting equipment**, Andante shop	A washable, everyday dress for a woman.
Cloud Cape	57	--	110			●			●				●	Wah Lava Cave	Simple to put on when cold. Easy to get lost in a crowd when worn.
Coachman's Coat	28	300	75				●							Item merchant in Hanon Hills, Forte City shop	Coat worn by coachmen.
Concealing Jacket	80	1600	400		●	●	●	●	●		●		●	Elegy of the Moon shop	Reduces chance of becoming Poisoned. Magical clothes that blend the wearer into his surroundings.
Crescent Cloak	91	2200	550				●							Elegy of the Moon shop	An unassuming cloak that shines on nights with a crescent moon.
Crystal Suit	60	1300	325	●	●					●		●	●	Baroque shop (Chapter 5)	ATK +2. Battle suit made from a large icicle.
Cursed Armor	85	2000	500	●						●		●		Item merchant in Mt. Rock	Darkness Body. Cursed armor said to have been soaked in the blood of a chief.
Daybreak Cloak	120	--	300				●							Double Reed Tower	Shining Body. Cloak the color of daybreak that chills those who see it.
Dragon Armor	148	--	310	●						●		●		Mysterious Unison	Scale armor made by order of a dragon upon its death.

NAME	DEF	BUY	SELL											LOCATION	DESCRIPTION
Eagle Robe	69	1100	275					●			●			Baroque shop (Chapter 6)	Robe covered with eagle's feathers.
Elegant Clothes	42	900	225		●	●			●					Baroque City shop (Chapter 4), Sharp Mts.	Somewhat expensive clothes for special occasions.
Evening Clothes	51	1000	250		●	●			●					Baroque shop (Chapter 5)	Clothes for a ball at the castle.
EZI Pajamas	32	--	1	●	●	●	●	●	●	●	●	●	●	Rank A, Shallow Sweet	DEF +32.1 (fake) Pajamas with the face of EZI. You'll have nightmares if you sleep in it.
Fancy Clothes	24	200	50		●	●			●					Item merchant in Hanon Hills, Forte City shop	Increase tactical time by 5 seconds. Intricately detailed clothes.
Fog Cloak	70	1800	450				●							Item merchant in Mt. Rock.	A cloak said to have been left in front of a house after a day of heavy fog.
Fragment	92	2300	575	●	●					●		●	●	Elegy of the Moon shop	ATK +3. Light armor made by stringing together the souls of fragmented heroes.
Freiturnier	79	1400	350	●						●		●		Baroque shop (Chapter 6)	Ceremonial armor with the helmet attached to the left shoulder.
Full Plate	30	450	110	●						●		●		Forte City shop	A very heavy, full-body armor. Only the strong can wear it.
Gentleman's Coat	5	--	5				●							**Frederic starting equipment**	Coat for a man with high standards of proper behavior.
Gorgeous Clothes	67	1500	375		●	●			●					Item merchant in Mt. Rock.	Prevent enemy's critical hit. Gaudy clothes adorned with jewels.
Guardian Clothes	17	140	35		●	●			●					Agogo shop, **Salsa starting equipment**	Clothes for the guardian of the forest. They are very sturdy.
Handmade Clothes	4	--	5		●	●			●					**Polka starting equipment**	Handmade clothes that have been repeatedly altered over the years.
Hard Jacket	45	--	105		●	●	●	●	●		●		●	Wah Lava Cave	Increase tactical time. Jacket made with sturdy cloth.
Hunting Coat	12	100	25				●							Agogo shop, Agogo Forest	Coat for hunting. It has many pockets.
Land Scales	70	1200	300	●	●					●		●	●	Baroque shop (Chapter 6)	ATK +2. Battle suit made of the minerals from Mt. Rock.
Larkspur Robe	31	--	20					●			●			Glissando Cliffs	Robe with swallow feathers sewn into the fabric.
Leather Guard	50	900	225		●	●	●	●	●		●		●	Ritardando shop (Chapter 5), Baroque shop (Chapter 5)	Reduces chance of becoming Passive. Combat clothes made with leather.
Leather Hide	13	100	25		●	●	●	●	●		●		●	Item merchant in Hannon Hills, Chorus Plains	Leather mask that covers the head.
Leather Jacket	30	500	125		●	●	●	●	●		●		●	Baroque Ship shop, Baroque City shop (Chapter 4)	Guard against enemy's critical hits. Heavy leather jacket with rough stitches.
Lech Armor	140	--	300	●						●		●		Defeat Herculean Boar	Lech's armor. It is adorned with the eagle that protects the kingdom.

NAME	DEF	BUY	SELL											LOCATION	DESCRIPTION
Light Guard	11	150	35	●	●					●		●	●	Agogo shop, Agogo Forest	ATK +1. Light armor worn by merchants during their journeys.
Lion Armor	65	--	160	●						●		●		Aria Temple	Armor of a hero who stands alone on the battlefield.
Luckless	46	--	25					●			●			Woodblock Groves	Mysterious clothes that will not tear in any battle.
Mail Shirt	6	50	10	●	●					●		●	●	**Allegretto starting equipment**, Ritardando shop (Chapter 1)	Chain mail with small rings. It protects the upper body.
Mammoth Armor	45	350	85	●						●		●		**Jazz starting equipment**, Adagio Swamp, Andante shop	Thick armor worn by the elephant troops in the south. It repels arrows.
Midnight Shell	56	1200	300					●			●			Baroque shop (Chapter 5)	Beautiful clothes worn by the night fairy. It brings special dreams.
Mist Cape	109	--	250			●			●				●	Xylophone Tower	A very light cape. It is like a mist around the wearer.
Nil Coat	136	--	375		●	●			●					Mysterious Unison	A magical coat that has no ties to reality.
Obscure Jacket	80	1800	450					●			●			Item merchant in Mt. Rock.	Air Body. Magical jacket that makes the wearer invisible.
Pair Jacket	22	190	45		●	●	●	●	●		●		●	Forte City shop	Reduces chance of becoming Poisoned. A two-piece jacket.
Peacock Dress	143	--	375					●			●			Mysterious Unison	Prevents all status effects. Extravagant dress with peacock feathers sewn into it.
Pretty Clothes	10	--	125		●	●			●					Agogo Forest	Clothes that are still like new.
Red Velvet	20	180	45			●			●				●	Fort Fermata, item merchant in Hannon Hills	A bright, ruby-colored velvet vest. It is soft to the touch.
Sailor's Uniform	51	--	60			●			●				●	Pirate Ship Dolce	Very difficult to tell if this is for a captain or a deckhand.
Silk Dress	46	600	150					●			●			Andante shop	An expensive dress that is soft to the touch.
Skull and Bones	55	--	65						●					Defeat Captain Dolce	Stop. It is sewn from a pirate flag. A skull and crossbones are stitched on the back.
Sparkling Clothes	37	700	175		●	●			●					Baroque Ship shop	Very gaudy clothes. It is hard to look at.
Stolen Clothes	4	--	5		●	●			●					**Beat starting equipment**	Clothes found in a rich merchant's closet.
Storm Shroud	119	--	250	●	●					●		●	●	Double Reed Tower	Increases movement speed in battle. Light armor blessed with the protection of the wind fairy.
Styx's Veil	126	--	0									●		**Claves starting equipment** on return in Mysterious Unison	Veil of the goddess of the River Styx. Bestows inhuman beauty.

NAME	DEF	BUY	SELL											LOCATION	DESCRIPTION
Tailored Clothes	28	300	75		●	●			●					Forte City shop	They are made by the best tailor in town.
Tiger Armor	54	800	200	●						●		●		Andante shop	Armor adorned with the hide of a ferocious evil tiger.
Transeo	104	2200	550					●			●			Elegy of the Moon shop	Armor that transforms depending on the opponent.
Tundra Vest	47	--	125		●	●	●	●	●		●		●	Aria Temple Corridor	Reduces chance of becoming Slow. Blue vest that resembles the tundra.
Ugly Clothes	53	500	10		●	●			●					Ritardando shop (Chapter 5)	Prevents enemy's critical hit. Passive Damp old clothes.
Wool Robe	18	--	35					●			●			**Viola starting equipment**	Wool robe that is great for winter.

Usable Items

NAME	BUY	SELL	EFFECT	DESCRIPTION
Angel Trumpet	200	50	Single: Recover KO	A trumpet blown by the angels sings through the heavens and heals the battered body and soul.
Big Paper Fan	300	75	Single enemy: Slow	A fan used in ceremonies in the orient. It creates a very large wind.
Bubble Ring	300	75	Single: Recover HP and temporary Air Body	A large bubble that can surround a person and lift him.
Bubble Straw	50	10	Single: Recover HP and Air Body	A very large bubble surrounds you.
Celestial Hourglass	--	--	Recover one turn of the Action Gauge	It measures time with the falling sand. The sand inside is said to be from the heavens.
Chance Feather	50	10	Single: Heal Slow	Holding this yellow feather will return time to normal. The feather darkens to green after usage.
Club Clover	150	35	All: Recover 3000 HP	A clover with leaves shaped like a club. Luck restores everyone's energy.
Dark Tail	300	75	Single: Recover HP and temporary Dark Body	Tail of a rabbit that lives in dream. It lures people to the deep night.
Dawn Feather	50	10	Single: Heal Darkness Body	The wings of the bird that chases away the dark and invites the morning light.
Diamond Clover	350	85	All: Recover 6800 HP	A clover with leaves shaped like a diamond. Luck shines from above.
Dragon Scale	300	75	Single: Increase defense by 10%	A scale from a dragon is small, but heavy. It is very effective, but tires the user.
EZI Bun	--	1	Unknown effect	A bun shaped in the form of EZI. Apparently it is really disgusting.
EZI Cracker	--	1	Unknown effect	A cracker in the shape of EZI. There is nothing special about the taste.
EZI Egg	--	1	Unknown effect	Egg said to be laid by EZI. Maybe you should eat it before it hatches.
EZI Photo	--	1	Unknown effect	A picture of the revered EZI, but not worth very much.
EZI String Phone	--	1	Unknown effect	Allows you to talk to EZI. But the string is cut.
Fallen Feather	50	10	Single: Heal Air Body	The heavy wings of the bird that sinks into the earth with the moonlight at night.
Fish Incense	300	75	Single enemy: Decrease defense by 5%	Smells like a dead fish that has been lying around in the sun.
Floral Essence	1000	250	Single: Recover full HP	A purified form of floral concentrate.
Floral Extract	250	60	Single: Recover HP by 70%	A medicine made of select flowers from Tenuto.
Floral Powder	100	25	Single: Recover HP by 50%	A medicine made of fresh flowers from Tenuto.
Glowing Tail	50	10	Single: Recover HP and temporary Shining Body	Tail of a rabbit that lives in the mountains. It shines even in the dark.
Goddess Bouquet	1000	250	All: Recover KO	The light from this bouquet blesses the fallen and heals them.
Heart Clover	700	175	All: Recover 12,000 HP	A clover with leaves shaped like a heart. Luck sleeps within the heart.
Hell Mustard	300	75	Single: Temporary Burst	The entire body heats up from just one taste.
Heroic Feather	50	10	Single: Heal Passive	Holding this red feather will bring courage. The feather darkens to blue after usage.
Honey Cookie	500	125	Single: Recover 9500 HP	Expensive cookie made by mixing honey and sunlight.
Icy Feather	50	10	Single: Heal Burst	Holding this blue feather will bring calm. The feather darkens to red after usage.
Lion's Mane	300	75	Single: Increase attack power by 10%	A brave lion does not flinch. He only takes a step toward the unknown.
Mouse Metronome	300	75	Single: Increase speed by 10%	Mice hate to sit still, so the metronome keeps moving as well.
Odd Chocolate	300	75	Single enemy: Decrease attack power by 5%	Eat it and lose strength. Make the enemy swallow it.
Peach Cookie	20	5	Single: Recover 1000 HP	Sweet cookie made by mashing peaches. Popular among children.
Peacock's Feather	1000	250	Single: Heal all status effects	Holding this rainbow-colored feather will return all to normal. The feather turns to ashes after usage.
Poison Whitecap	100	25	Single enemy: Poison	A very suspicious looking white mushroom that is poisonous.
Pure Feather	50	10	Single: Heal Poison	Holding this white feather will dissipate the poison. The feather darkens to black after usage.
Saint's Mirror	--	--	All: Recover KO and recover all HP	A nameless mirror that reflects your inner self.
Scorpion's Tail	300	75	Single enemy: Poison	Venom that lies dormant in a scorpion.
Shadow Tail	50	10	Single: Recover HP and temporary Dark Body	Tail of a rabbit that lives by the coast. It cannot be seen even in light.
Shining Tail	300	75	Single: Recover HP and temporary Shining Body	Tail of a rabbit that lives on the moon. It illuminates dark roads.
Snowpuff Cookie	300	75	Single: Recover 5000 HP	Crunchy cookie that melts in the mouth.
Sock Incense	500	125	Single enemy: Decrease defense by 10%	Smells like a pair of socks that have not been washed for a while.
Spade Clover	--	--	All: Recover full HP	A clover with leaves shaped like a spade. Luck illuminates the future.
Star Clock	--	--	Recover one turn of the Action Gauge	Clock made with falling stars. You can hear the stars colliding with each other.
Star Cookie	200	50	Single: Recover 3600 HP	It has a star in the middle of the cookie.
Stone of the Spring	500	125	Recover 1000 HP	Break it apart to enjoy the water from a magical spring.
Time Feather	50	10	Single: Heal Stop	Holding this purple feather will bring back the time. The feather darkens to brown after usage.
Twilight Feather	50	10	Single: Heal Shining Body	The wings of the bird cover all the light and beckon the night.
Very Odd Chocolate	500	125	Single enemy: Decrease attack power by 10%	The enemy will melt like chocolate. Time to retaliate!
Weekly EZI Magazine	--	1	Unknown effect	A weekly magazine published by the EZI Church.
Wormwood	200	50	Single Enemy: Poison	A plant believed by pirates to symbolize death.

Bestiary

Eternal Sonata introduces the player to a wide variety of interesting and unique creatures. Just as your special attacks are affected by light and shadow, the environment has a similar effect on some of the creatures, causing them to morph into other creatures.

If you are having difficulty battling a creature that has this morphing ability, try moving it to the other element to see if the monster's opposite form is easier to defeat. For ease of use, the regular monsters are listed by Level.

Florite Mouse

LEVEL	1	DEF % VS. LIGHT	100		
HP	1690	DEF % VS. DARK	0		
ATK	17	EXP	25	ITEMS	Peach Cookie (15%)
DEF	12	GOLD	4		

Very Very Empty

LEVEL	1	DEF % VS. LIGHT	50		
HP	700	DEF % VS. DARK	50		
ATK	11	EXP	25	MORPH	Great Coconut
DEF	7	GOLD	3	ITEMS	N/A

Great Coconut (MORPH)

LEVEL	4	DEF % VS. LIGHT	13		
HP	5270	DEF % VS. DARK	75		
ATK	40	EXP	65	MORPH	Very Very Empty
DEF	39	GOLD	8	ITEMS	Floral Powder (20%)

L'Opera Knight

LEVEL	2	DEF % VS. LIGHT	50		
HP	1900	DEF % VS. DARK	50		
ATK	24	EXP	60	ITEMS	Angel Trumpet (15%), Peach Cookie (30%)
DEF	17	GOLD	5		

Angel Goat

LEVEL	10	DEF % VS. LIGHT	100		
HP	6560	DEF % VS. DARK	0		
ATK	69	EXP	120	ITEMS	Glowing Tail (15%)
DEF	53	GOLD	10		

Earth Shaker

LEVEL	10	DEF % VS. LIGHT	50		
HP	9090	DEF % VS. DARK	50		
ATK	72	EXP	150	MORPH	Dark Bat
DEF	21	GOLD	15	ITEMS	N/A

Dark Bat (MORPH)

LEVEL	15	DEF % VS. LIGHT	13		
HP	8780	DEF % VS. DARK	75		
ATK	88	EXP	235	MORPH	Earth Shaker
DEF	57	GOLD	10	ITEMS	Club Clover (10%), Odd Chocolate (10%)

Lord of Darkness

LEVEL	13	DEF % VS. LIGHT	0		
HP	7090	DEF % VS. DARK	100		
ATK	70	EXP	180	ITEMS	Floral Powder (25%), Odd Chocolate (10%)
DEF	69	GOLD	15		

Maledictor

LEVEL	13	DEF % VS. LIGHT	50		
HP	8470	DEF % VS. DARK	50		
ATK	65	EXP	220	ITEMS	N/A
DEF	45	GOLD	20		

Blue Gil

LEVEL	19	DEF % VS. LIGHT	75		
HP	14200	DEF % VS. DARK	13		
ATK	135	EXP	460	MORPH	Rare Metal Picker
DEF	95	GOLD	20	ITEMS	Fish Incense (10%), Star Cookie (20%)

Rare Metal Picker (MORPH)

LEVEL	20	DEF % VS. LIGHT	13		
HP	18510	DEF % VS. DARK	75		
ATK	145	EXP	505	MORPH	Blue Gil
DEF	184	GOLD	20	ITEMS	Club Clover (25%)

Eternal Green

LEVEL	15	DEF % VS. LIGHT	100		
HP	12590	DEF % VS. DARK	0		
ATK	97	EXP	280	ITEMS	Shadow Tail (15%)
DEF	81	GOLD	17		

Raider Pirate

LEVEL	19	DEF % VS. LIGHT	50		
HP	7930	DEF % VS. DARK	50		
ATK	142	EXP	440	ITEMS	Wormwood (10%)
DEF	105	GOLD	5		

Sweet Whisper

LEVEL	16	DEF % VS. LIGHT	75		
HP	9410	DEF % VS. DARK	13		
ATK	75	EXP	290	MORPH	Caravan Crab
DEF	61	GOLD	20	ITEMS	Angel Trumpet (10%), Fallen Feather (10%)

Warrior Pirate

LEVEL	20	DEF % VS. LIGHT	50		
HP	10940	DEF % VS. DARK	50		
ATK	175	EXP	560	ITEMS	Lion's Mane (10%)
DEF	111	GOLD	150		

Caravan Crab (MORPH)

LEVEL	17	DEF % VS. LIGHT	13		
HP	12600	DEF % VS. DARK	75		
ATK	102	EXP	315	MORPH	Sweet Whisper
DEF	154	GOLD	20	ITEMS	Bubble Straw (10%), Hell Mustard (10%)

Bloody Onion

LEVEL	21	DEF % VS. LIGHT	75		
HP	28490	DEF % VS. DARK	13		
ATK	146	EXP	680	MORPH	Leaf Egg
DEF	176	GOLD	25	ITEMS	Big Paper Fan (15%), Star Cookie (20%)

Bolbo

LEVEL	18	DEF % VS. LIGHT	50		
HP	17440	DEF % VS. DARK	50		
ATK	108	EXP	340	ITEMS	Club Clover (20%), Star Cookie (20%)
DEF	30	GOLD	13		

Leaf Egg (MORPH)

LEVEL	21	DEF % VS. LIGHT	13		
HP	17810	DEF % VS. DARK	75		
ATK	115	EXP	700	MORPH	Bloody Onion
DEF	94	GOLD	12	ITEMS	Star Cookie (25%)

Mushroom Up

LEVEL	21	DEF % VS. LIGHT	50		
HP	20480	DEF % VS. DARK	50		
ATK	140	EXP	640	ITEMS	Poison Whitecap (25%), Dragon Scale (10%)
DEF	36	GOLD	18		

Ice Coffin

LEVEL	22	DEF % VS. LIGHT	50		
HP	21050	DEF % VS. DARK	50		
ATK	180	EXP	650	ITEMS	N/A
DEF	50	GOLD	40		

Scourger

LEVEL	22	DEF % VS. LIGHT	13		
HP	12350	DEF % VS. DARK	75		
ATK	114	EXP	880	ITEMS	N/A
DEF	80	GOLD	35		

Swordfish

LEVEL	22	DEF % VS. LIGHT	50		
HP	17990	DEF % VS. DARK	50		
ATK	178	EXP	730	ITEMS	Mouse Metronome (20%)
DEF	111	GOLD	42		

Coelacanth

LEVEL	23	DEF % VS. LIGHT	13		
HP	17860	DEF % VS. DARK	75		
ATK	127	EXP	815	MORPH	Haken Büchse
DEF	117	GOLD	50	ITEMS	Fish Incense (15%), Snowpuff Cookie (20%)

Haken Büchse (MORPH)

LEVEL	23	DEF % VS. LIGHT	75		
HP	24800	DEF % VS. DARK	13		
ATK	190	EXP	880	MORPH	Coelacanth
DEF	52	GOLD	50	ITEMS	Very Odd Chocolate (10%)

Light Antique

LEVEL	23	DEF % VS. LIGHT	100		
HP	14880	DEF % VS. DARK	0		
ATK	127	EXP	800	ITEMS	Floral Extract (15%)
DEF	181	GOLD	15		

Fire Antique

LEVEL	24	DEF % VS. LIGHT	100		
HP	11490	DEF % VS. DARK	0		
ATK	125	EXP	790	ITEMS	Floral Extract (20%), Goddess Bouquet (10%)
DEF	189	GOLD	45		

Orange Float

LEVEL	26	DEF % VS. LIGHT	75		
HP	21310	DEF % VS. DARK	13		
ATK	260	EXP	1050	MORPH	Ruby Eye
DEF	140	GOLD	10	ITEMS	Lion's Mane (10%)

Ruby Eye (MORPH)

LEVEL	26	DEF % VS. LIGHT	13		
HP	21310	DEF % VS. DARK	75		
ATK	186	EXP	900	MORPH	Orange Float
DEF	155	GOLD	55	ITEMS	Goddess Bouquet (10%)

Viege

LEVEL	26	DEF % VS. LIGHT	50		
HP	28790	DEF % VS. DARK	50		
ATK	219	EXP	1200	ITEMS	Dragon Scale (10%)
DEF	96	GOLD	60		

Flamea

LEVEL	28	DEF % VS. LIGHT	75		
HP	37900	DEF % VS. DARK	13		
ATK	196	EXP	1900	MORPH	White Pearl
DEF	104	GOLD	70	ITEMS	N/A

White Pearl (MORPH)

LEVEL	29	DEF % VS. LIGHT	13		
HP	36980	DEF % VS. DARK	75		
ATK	231	EXP	2250	MORPH	Flamea
DEF	149	GOLD	20	ITEMS	Celestial Hourglass (7%)

Anathema

LEVEL	29	DEF % VS. LIGHT	50		
HP	21790	DEF % VS. DARK	50		
ATK	145	EXP	2400	ITEMS	Sock Incense (15%)
DEF	108	GOLD	80		

Sorbie

LEVEL	30	DEF % VS. LIGHT	75		
HP	31720	DEF % VS. DARK	13		
ATK	260	EXP	2800	MORPH	Ice Melody
DEF	112	GOLD	50	ITEMS	N/A

Ice Melody (MORPH)

LEVEL	31	DEF % VS. LIGHT	13		
HP	[illegible]	DEF % VS. DARK	75		
ATK	[illegible]	EXP	3050	MORPH	Sorbie
DEF	[illegible]	GOLD	50	ITEMS	Diamond Clover (20%)

Icicle Eater

LEVEL	32	DEF % VS. LIGHT	100		
HP	22480	DEF % VS. DARK	0		
ATK	252	EXP	3340	ITEMS	Mouse Metronome (10%)
DEF	183	GOLD	130		

OOPARTS

LEVEL	34	DEF % VS. LIGHT	50		
HP	17850	DEF % VS. DARK	50		
ATK	228	EXP	4440	ITEMS	N/A
DEF	439	GOLD	150		

Ancient Fish

LEVEL	36	DEF % VS. LIGHT	75		
HP	31990	DEF % VS. DARK	13		
ATK	281	EXP	5000	MORPH	Strong Glory
DEF	187	GOLD	90	ITEMS	Floral Essence (15%)

Strong Glory (MORPH)

LEVEL	37	DEF % VS. LIGHT	13		
HP	37120	DEF % VS. DARK	75		
ATK	281	EXP	5250	MORPH	Ancient Fish
DEF	192	GOLD	90	ITEMS	Honey Cookie (25%)

Dark Antique

LEVEL	36	DEF % VS. LIGHT	0		
HP	16000	DEF % VS. DARK	100		
ATK	197	EXP	4790	ITEMS	Scorpion's Tail (10%)
DEF	290	GOLD	80		

L'Opera General

LEVEL	38	**DEF % VS. LIGHT**	75		
HP	19370	**DEF % VS. DARK**	13		
ATK	368	**EXP**	5600	**MORPH**	Standard Bearer
DEF	33	**GOLD**	100	**ITEMS**	Big Paper Fan (15%)

Standard Bearer

(MORPH)

LEVEL	39	**DEF % VS. LIGHT**	13		
HP	80730	**DEF % VS. DARK**	75		
ATK	165	**EXP**	6200	**MORPH**	L'Opera General
DEF	417	**GOLD**	100	**ITEMS**	Peacock's Feather (10%)

Gyaman

LEVEL	41	**DEF % VS. LIGHT**	50		
HP	32790	**DEF % VS. DARK**	50		
ATK	296	**EXP**	6350	**ITEMS**	Scorpion's Tail (10%)
DEF	72	**GOLD**	110		

Phacops

LEVEL	43	**DEF % VS. LIGHT**	50		
HP	42450	**DEF % VS. DARK**	50		
ATK	363	**EXP**	7000	**ITEMS**	Hell Mustard (10%)
DEF	212	**GOLD**	140		

Black Gold

LEVEL	44	**DEF % VS. LIGHT**	50		
HP	48940	**DEF % VS. DARK**	50		
ATK	376	**EXP**	7280	**ITEMS**	N/A
DEF	306	**GOLD**	170		

Golden Temple

LEVEL	45	**DEF % VS. LIGHT**	75		
HP	38050	**DEF % VS. DARK**	13		
ATK	355	**EXP**	7950	**MORPH**	Corsesca
DEF	588	**GOLD**	0	**ITEMS**	Star Clock (7%)

Corsesca

(MORPH)

LEVEL	46	**DEF % VS. LIGHT**	13		
HP	68310	**DEF % VS. DARK**	75		
ATK	387	**EXP**	8500	**MORPH**	Golden Temple
DEF	174	**GOLD**	150	**ITEMS**	Lion's Mane (10%)

Black Goat

LEVEL	48	**DEF % VS. LIGHT**	0		
HP	56270	**DEF % VS. DARK**	100		
ATK	376	**EXP**	9350	**ITEMS**	N/A
DEF	279	**GOLD**	140		

Bronze Arms

LEVEL	49	**DEF % VS. LIGHT**	13		
HP	54530	**DEF % VS. DARK**	75		
ATK	389	**EXP**	11300	**MORPH**	Trick Tail
DEF	342	**GOLD**	175	**ITEMS**	Big Paper Fan (15%)

Trick Tail

(MORPH)

LEVEL	49	**DEF % VS. LIGHT**	75		
HP	50900	**DEF % VS. DARK**	13		
ATK	380	**EXP**	10560	**MORPH**	Bronze Arms
DEF	471	**GOLD**	175	**ITEMS**	Scorpion's Tail (15%)

Sand Seer

LEVEL	49	**DEF % VS. LIGHT**	50		
HP	103240	**DEF % VS. DARK**	50		
ATK	397	**EXP**	9900	**ITEMS**	Dragon Scale (15%)
DEF	243	**GOLD**	50		

Steam Horn

LEVEL	50	**DEF % VS. LIGHT**	50		
HP	60090	**DEF % VS. DARK**	50		
ATK	362	**EXP**	14500	**ITEMS**	N/A
DEF	291	**GOLD**	180		

Garlic Dad

LEVEL	51	**DEF % VS. LIGHT**	50		
HP	58940	**DEF % VS. DARK**	50		
ATK	373	**EXP**	15800	**ITEMS**	Spade Clover (25%)
DEF	446	**GOLD**	200		

Abyss

LEVEL	52	**DEF % VS. LIGHT**	75		
HP	48010	**DEF % VS. DARK**	13		
ATK	386	**EXP**	17250	**MORPH**	Black Onyx
DEF	682	**GOLD**	300	**ITEMS**	N/A

Black Onyx

(MORPH)

LEVEL	53	**DEF % VS. LIGHT**	13		
HP	132,040	**DEF % VS. DARK**	75		
ATK	408	**EXP**	21500	**MORPH**	Abyss
DEF	263	**GOLD**	0	**ITEMS**	Star Clock (7%)

Mercurius

LEVEL	63	**DEF % VS. LIGHT**	50		
HP	240,600	**DEF % VS. DARK**	50		
ATK	810	**EXP**	49999	**ITEMS**	N/A
DEF	314	**GOLD**	1000		

Roaming Pirate

LEVEL	65	**DEF % VS. LIGHT**	50		
HP	161,180	**DEF % VS. DARK**	50		
ATK	859	**EXP**	47333	**ITEMS**	N/A
DEF	381	**GOLD**	500		

Perfect Melon

LEVEL	67	**DEF % VS. LIGHT**	50		
HP	160,340	**DEF % VS. DARK**	50		
ATK	911	**EXP**	45000	**ITEMS**	Saint's Mirror (7%)
DEF	492	**GOLD**	1000		

Ryuuguu

LEVEL	70	**DEF % VS. LIGHT**	50		
HP	253,320	**DEF % VS. DARK**	50		
ATK	993	**EXP**	46100	**ITEMS**	N/A
DEF	350	**GOLD**	600000		

Astral Lied

LEVEL	73	**DEF % VS. LIGHT**	50		
HP	165,620	**DEF % VS. DARK**	50		
ATK	1082	**EXP**	48950	**ITEMS**	N/A
DEF	515	**GOLD**	1,500,000		

Boss Battles

While the normal monsters that populate this world are quite challenging, there are even tougher creatures to fight that will truly test your party's fighting skills. The foes, called bosses, are listed in the following section.

Bread Gang

LEVEL	4	DEF % VS. LIGHT	50
HP	22920	DEF % VS. DARK	50
ATK	31	EXP	300
DEF	26	GOLD	20

Tuba

LEVEL	16	DEF % VS. LIGHT	50
HP	132,530	DEF % VS. DARK	50
ATK	149	EXP	7500
DEF	101	GOLD	0

Forest Boar

LEVEL	6	DEF % VS. LIGHT	50
HP	25250	DEF % VS. DARK	50
ATK	52	EXP	900
DEF	28	GOLD	30

Tuba (2nd encounter)

LEVEL	19	DEF % VS. LIGHT	50
HP	178,410	DEF % VS. DARK	50
ATK	184	EXP	10000
DEF	121	GOLD	100

Baby Dragon

LEVEL	8	DEF % VS. LIGHT	50
HP	40740	DEF % VS. DARK	50
ATK	64	EXP	1500
DEF	37	GOLD	35

Trick or Treat

LEVEL	22	DEF % VS. LIGHT	50
HP	225,730	DEF % VS. DARK	50
ATK	221	EXP	15000
DEF	105	GOLD	200

Ogre Champ

LEVEL	9	DEF % VS. LIGHT	50
HP	45530	DEF % VS. DARK	50
ATK	79	EXP	2000
DEF	53	GOLD	40

Death Crow

LEVEL	25	DEF % VS. LIGHT	50
HP	252,380	DEF % VS. DARK	50
ATK	279	EXP	26000
DEF	141	GOLD	300

Killer Knight

LEVEL	14	DEF % VS. LIGHT	50
HP	102,100	DEF % VS. DARK	50
ATK	93	EXP	4000
DEF	83	GOLD	50

Captain Dolce (1st encounter)

LEVEL	22	DEF % VS. LIGHT	50
HP	141,080	DEF % VS. DARK	50
ATK	215	EXP	16000
DEF	93	GOLD	500

1st Lieutenant (1st encounter)

LEVEL	22	DEF % VS. LIGHT	50
HP	23520	DEF % VS. DARK	50
ATK	167	EXP	440
DEF	123	GOLD	0

2nd Lieutenant (1st encounter)

LEVEL	22	DEF % VS. LIGHT	50
HP	28220	DEF % VS. DARK	50
ATK	194	EXP	560
DEF	123	GOLD	0

Captain Dolce (2nd encounter)

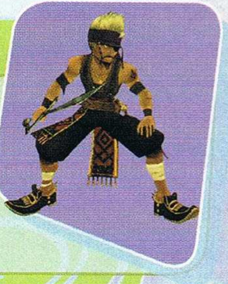
LEVEL	25	DEF % VS. LIGHT	50
HP	181,050	DEF % VS. DARK	50
ATK	248	EXP	25000
DEF	106	GOLD	700

1st Lieutenant (2nd encounter)

LEVEL	25	DEF % VS. LIGHT	50
HP	27440	DEF % VS. DARK	50
ATK	193	EXP	30000
DEF	141	GOLD	0

2nd Lieutenant (2nd encounter)

LEVEL	25	DEF % VS. LIGHT	50
HP	32920	DEF % VS. DARK	50
ATK	224	EXP	30000
DEF	141	GOLD	0



Captain Dolce (3rd encounter)

LEVEL	28	DEF % VS. LIGHT	50
HP	290,530	DEF % VS. DARK	50
ATK	284	EXP	25000
DEF	120	GOLD	1000

1st Lieutenant (3rd encounter)

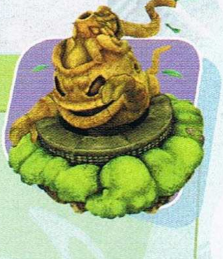
LEVEL	28	DEF % VS. LIGHT	50
HP	31580	DEF % VS. DARK	50
ATK	221	EXP	30000
DEF	159	GOLD	0

2nd Lieutenant (3rd encounter)

LEVEL	28	DEF % VS. LIGHT	50
HP	37900	DEF % VS. DARK	50
ATK	257	EXP	30000
DEF	159	GOLD	0

Root Lurker

LEVEL	28	DEF % VS. LIGHT	50
HP	315,790	DEF % VS. DARK	50
ATK	267	EXP	40000
DEF	159	GOLD	800



Captain Dolce (4th encounter)

LEVEL	34	DEF % VS. LIGHT	50
HP	373,130	DEF % VS. DARK	50
ATK	364	EXP	25000
DEF	147	GOLD	2000

1st Lieutenant (4th encounter)

LEVEL	34	DEF % VS. LIGHT	50
HP	48670	DEF % VS. DARK	50
ATK	283	EXP	30000
DEF	195	GOLD	0

2nd Lieutenant (4th encounter)

LEVEL	34	DEF % VS. LIGHT	50
HP	73010	DEF % VS. DARK	50
ATK	329	EXP	30000
DEF	195	GOLD	0

Fugue

LEVEL	25	DEF % VS. LIGHT	50
HP	219,460	DEF % VS. DARK	50
ATK	271	EXP	29000
DEF	127	GOLD	600

Rondo

LEVEL	33	DEF % VS. LIGHT	50
HP	467,980	DEF % VS. DARK	50
ATK	284	EXP	77000
DEF	189	GOLD	1200

Tracer

LEVEL	34	DEF % VS. LIGHT	50
HP	324,470	DEF % VS. DARK	50
ATK	306	EXP	35000
DEF	195	GOLD	1500

Calamity Wilhm

LEVEL	42	DEF % VS. LIGHT	50
HP	77230	DEF % VS. DARK	50
ATK	337	EXP	80000
DEF	207	GOLD	0

Waltz

LEVEL	43	DEF % VS. LIGHT	50
HP	589,590	DEF % VS. DARK	50
ATK	458	EXP	200,000
DEF	249	GOLD	3000

Ogre King

LEVEL	47	DEF % VS. LIGHT	50
HP	571,110	DEF % VS. DARK	50
ATK	509	EXP	160,000
DEF	301	GOLD	1500

Wicked Shrub

LEVEL	48	DEF % VS. LIGHT	50
HP	590,770	DEF % VS. DARK	50
ATK	489	EXP	160,000
DEF	238	GOLD	1500

Herculean Boar

LEVEL	55	DEF % VS. LIGHT	50
HP	911,310	DEF % VS. DARK	50
ATK	540	EXP	300,000
DEF	257	GOLD	1000

White Jewel

LEVEL	56	DEF % VS. LIGHT	50
HP	902,280	DEF % VS. DARK	50
ATK	605	EXP	300,000
DEF	278	GOLD	1000

Frederic Chopin

LEVEL	59	DEF % VS. LIGHT	50
HP	1,495,120	DEF % VS. DARK	50
ATK	694	EXP	0
DEF	276	GOLD	0

Hidden One

LEVEL	57	DEF % VS. LIGHT	50
HP	742,910	DEF % VS. DARK	50
ATK	502	EXP	300,000
DEF	367	GOLD	1000

Deep Lurker

LEVEL	61	DEF % VS. LIGHT	50
HP	912,840	DEF % VS. DARK	50
ATK	511	EXP	600,000
DEF	357	GOLD	0

Unrest

LEVEL	58	DEF % VS. LIGHT	50
HP	764,250	DEF % VS. DARK	50
ATK	569	EXP	300,000
DEF	339	GOLD	1000

Rondo

LEVEL	75	DEF % VS. LIGHT	50
HP	3,220,090	DEF % VS. DARK	50
ATK	1191	EXP	1,500,000
DEF	441	GOLD	0

Fire Antique

LEVEL	57	DEF % VS. LIGHT	100
HP	57580	DEF % VS. DARK	0
ATK	301	EXP	0
DEF	467	GOLD	0

Annihilator

LEVEL	78	DEF % VS. LIGHT	50
HP	4,958,710	DEF % VS. DARK	50
ATK	1479	EXP	1,800,000
DEF	437	GOLD	0

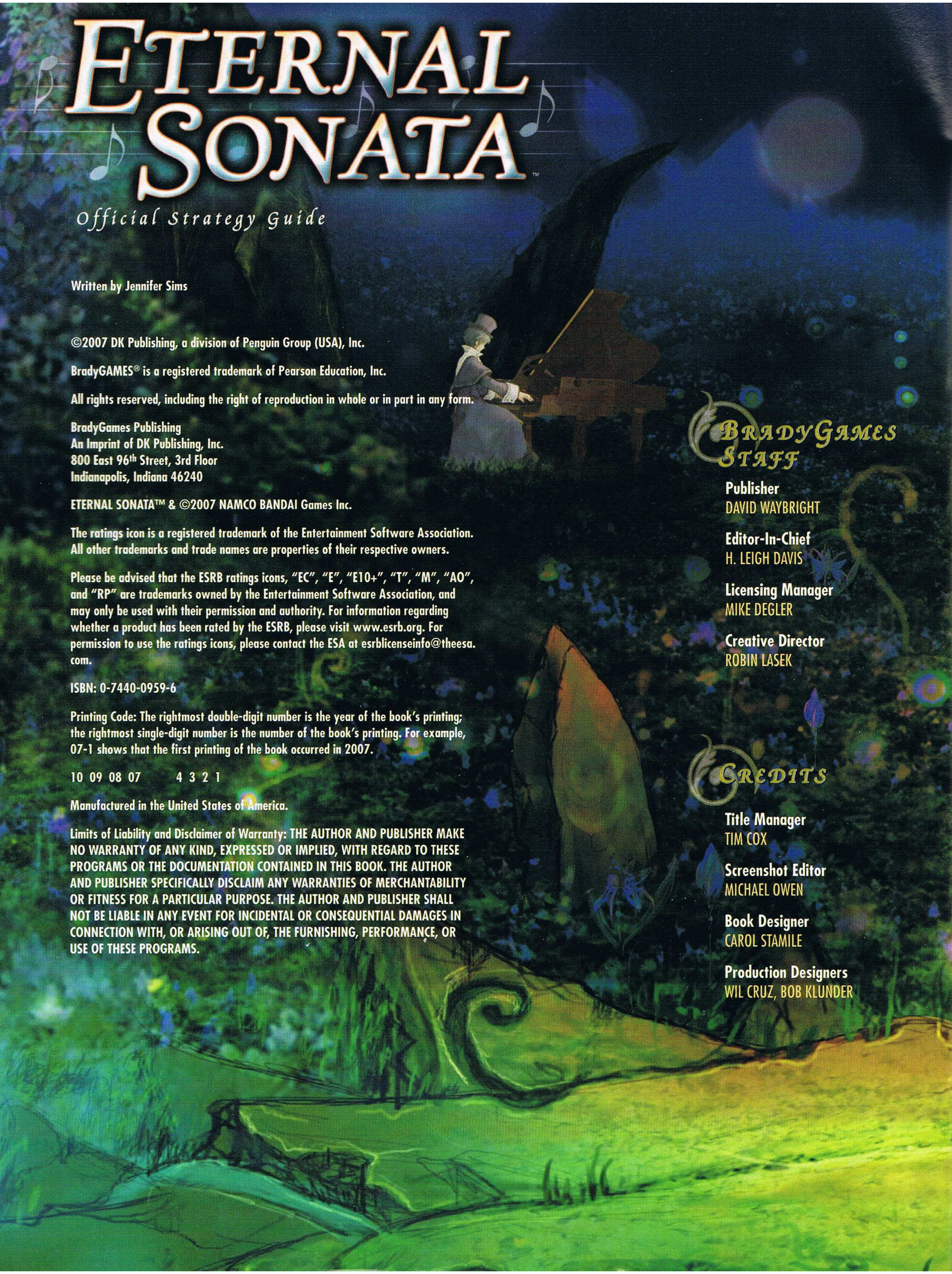
Ruined Body

LEVEL	59	DEF % VS. LIGHT	50
HP	1,178,780	DEF % VS. DARK	50
ATK	640	EXP	400000
DEF	276	GOLD	0

Xbox 360 Achievement List

There are a total of 22 Achievements to obtain in *Eternal Sonata* for a total of 1000 Gamer Points!

ACHIEVEMENT	GAMER POINTS	DESCRIPTION
Party Level 2	10	Obtain Party Level 2
Raindrops	10	Complete Chapter 1
Party Level 3	10	Obtain Party Level 3
Revolution	10	Complete Chapter 2
Fantaisie Impromptu	10	Complete Chapter 3
Grande Valse Brilliante	10	Complete Chapter 4
Party Level 4	10	Obtain Party Level 4
Nocturne	10	Complete Chapter 5
Tristesse	10	Complete Chapter 6
Party Level 5	10	Obtain Party Level 5
Heroic	10	Complete Chapter 7
Heaven's Mirror	10	Complete final chapter: Heaven's Mirror
Hero's Gate	30	Use the Hero's Crest to open the way to Mysterious Unison
Party Level 6	20	Obtain Party Level 6
Rondo's Return	50	Defeat Rondo in Mysterious Unison
Claves's Resurrection	50	Collect all seven pieces of Claves's Soul
Grand Finale	70	Defeat Frederic with Claves unlocked
Soul Released	79	Free Chord's Soul from Fort Fermata
Pirates's Treasure	80	Finally obtain Dolce's treasure
Xylophone Treasure	80	Use your Orb to open the secret door in Xylophone Tower
Score Piece Collector	100	Collect all 32 Score Pieces
EZI Worshipper	321	Collect all EZI items in the game



ETERNAL SONATA™

Official Strategy Guide

Written by Jennifer Sims

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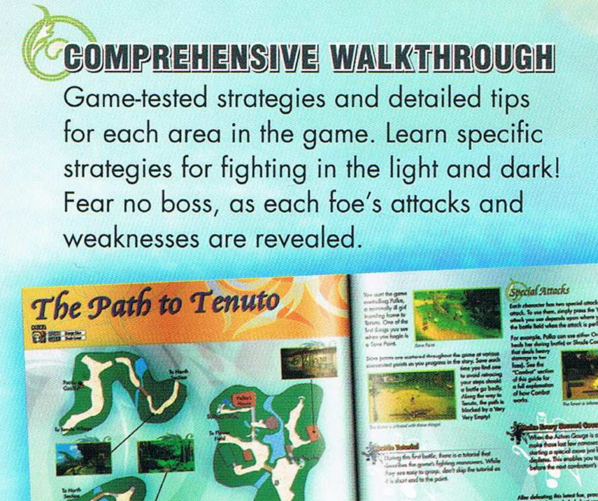
A World of Vivid Colors.
A World That Feels Real.
Is This Just a Dream?

SIDE QUESTS

Maximize the fun by learning everything there is to know about the game's side quests. This guide has a complete listing of every **Score Piece** in the game!

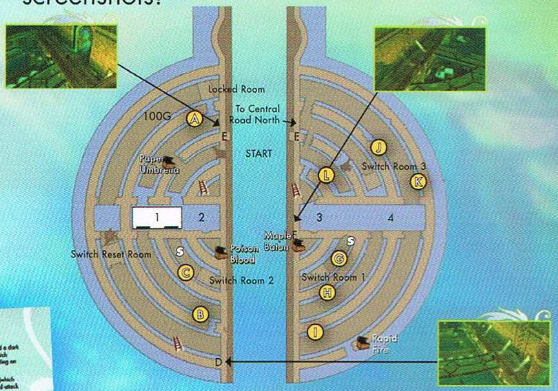
COMPREHENSIVE WALKTHROUGH

Game-tested strategies and detailed tips for each area in the game. Learn specific strategies for fighting in the light and dark! Fear no boss, as each foe's attacks and weaknesses are revealed.


The Path to Tenuto

AREA MAPS

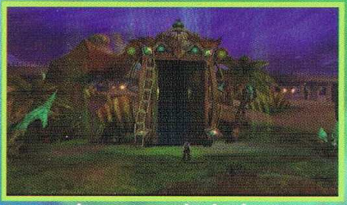
Find every treasure chest in the game and safely navigate through each area. Every map comes loaded with item callouts and screenshots!


Locked Room
To Central Road North
100G
A
E
START
Paper Umbrella
J
Switch Room 3
K
L
1
2
3
4
Switch Reset Room
Maple Baton
Poison Blood
S
C
G
Switch Room 2
Switch Room 1
H
B
I
Rapid Fire
D

Every boss fight.

Score
Mark
Listen
Perform
Back
Aloof Fiddle

Every Score Piece.



Bonus dungeon unlocked.

ITEM & EQUIPMENT LISTINGS

Tons of statistical information for armor, accessories, and weapons. Includes a complete listing of every item!

ALL-INCLUSIVE BESTIARY

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